**User Scenario: Disadvantaged Player**

**1. Roll a rigged first die**

**Primary Actors:** Disadvantaged player

Scoreboard

**Preconditions:** Player is disadvantaged

It is the disadvantaged player's turn

**Basic Flow of Events:**

1. Player rolls the rigged 1st die (1-10).

2. The scoreboard will add that amount to the player's score.

**Alternative Flows:**

None

**2. Roll a rigged second die**

**Primary Actors:** Disadvantaged player

Scoreboard

Another player(s)

**Preconditions:** Player is disadvantaged

It is the disadvantaged player's turn

The player has already rolled the 1st die

**Basic Flow of Events:**

1. Player rolls the rigged 2nd die (1-X [undetermined]).

2. Based on the value rolled, an action takes place.

3. The scoreboard updates the action(s) that have taken place.

**Alternative Flows:**

2a. Player rolls a 'split'.

2a1. Player must select another player with unequal points. They combine their points and split them evenly (round down).

2b. Player rolls a 'steal'.

2b1. Player selects another player. They steal that many points from that player.

2b2. If a player is at zero points, they cannot be stolen from (nothing to steal).

2c. Player rolls a 'multiply'.

2c1. Player multiplies their points by 1.5. This is their new point total.

2d. Player rolls a 'lose points'.

2d1. Player loses the points they rolled in the first roll.

2e. Player rolls a 'no action'.

2e1. Player performs no action for the second roll.

2f. Player rolls a 'tax'.

2f1. Every player except the roller must give the roller 10% of their points (rounded down).

**3. Lose the Game**

**Primary Actors:** Disadvantaged Player

Scoreboard

Game System

**Preconditions:** Disadvantaged player does not have 100 points.

Another player has 100 points.

It is the end of a player's turn.

**Basic Flow of Events:**

1. At the end of a player's turn, the game system checks the scoreboard to see if any player has 100 points.

2. If the player with 100 points is not the disadvantaged player, the disadvantaged player loses the game.

**Alternative Flows:**

1a. No player has 100 points.

1a1. The disadvantaged player cannot yet lose. Nothing happens.

1b. It is not the end of a player's turn.

1b1. No player may win until the end of a turn, even if they have over 100 points. Continue that turn until it reaches the end.

2a. The disadvantaged player has 100 points.

2a1. Since it is impossible to simultaneously gain points, only one player can have 100 points at the end of a turn. Thus, the disadvantaged player cannot lose, and has instead won. See (4. Win the Game).

**4. Win the Game**

**Primary Actors:** Disadvantaged Player

Scoreboard

Game System

**Preconditions:** Disadvantaged player has 100 points.

No other player has 100 points.

It is the end of a player's turn.

**Basic Flow of Events:**

1. At the end of a player's turn, the game system checks the scoreboard to see if any player has 100 points.

2. If the player with 100 points is the disadvantaged player, the disadvantaged player wins the game.

**Alternative Flows:**

1a. No player has 100 points.

1a1. The disadvantaged player cannot yet win. Nothing happens.

1b. It is not the end of a player's turn.

1b1. No player may win until the end of a turn, even if they have over 100 points. Continue that turn until it reaches the end.

2a. Another player has 100 points.

2a1. Since it is impossible to simultaneously gain points, if another player has 100 points at the end of a turn, the disadvantaged player has instead lost. See (3. Lose the Game).

**5. Check the Scoreboard**

**Primary Actors:** Disadvantaged player

Scoreboard

**Preconditions:** Game is ongoing

**Basic Flow of Events:**

1. Scoreboard is persistently displayed on the side for player to view.

**Alternative Flows:**

1a. Scoreboard system not display correctly

1a1. Display error message.