**USE CASE UC4: Buy Resources**

Primary Actor: Player

*Stakeholders and Interests:*

* Player: Wants to buy resources from store

Preconditions:

* Player’s turn is not over
* Player is inside of the store
* The store has that item in stock
* Player has enough money to buy the item

Postconditions:

* Player’s inventory is updated
* Store’s inventory is updated
* Player’s money is updated
* If player purchased a mule, mule configuration menu is opened.

Main Success Scenario:

1. Player enters store. Items for purchase menu opens. Resources available for purchase are shown, including the store’s stock of those items.
2. Player selects a resource and enters a number of this item to buy.
3. Player clicks buy \*number of items\* \*insert item here\* for \*total price\*.
4. Total price subtracted from player’s money
5. Player repeats 1-4 for any other resources he wants to buy.
6. Player clicks exit store.

Extensions/Exceptions:

\*a. If turn ends while player is in store

- End Player’s turn, begin next player’s turn/end round.

2a. Player enters number greater than item stock:

* Buy button becomes unclickable

3a. Player does not have sufficient funds

* Buy button becomes unclickable

Special Requirements:

* Access to player attributes regarding inventory and money

Frequency of Occurrence: Possibility on every turn

Open Issues:

* How can we make store data persist through turns?