List of use cases:

1. Start a new game
2. Load a saved game
3. Take a turn
4. Graduate
5. Pick a major
6. Exam space
7. Choose club
8. Choose capstone/internship experience
9. Look at player stats
10. Read the rules of the game
11. Save your game

Start a Game Use Case:

* Go to the webpage
* Specify number of players
* Input player names and backpack colors
* Indicate player order
* First player’s turn