List of use cases:

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