

## Use Case: *MoveForward*

Short description: A piece is moved forward.  
Priority: Mid.  
Extends or Includes: Extends UC: DoNormalTurn,  
Extends UC: DoChallengeTurn.  
Includes UC: EndGame.  
Participating actors: A team and the application.

### Normal flow of events.

Moving forward after a NormalTurn

Actor	System
See UC: DoNormalTurn. Active team has pressed the 'Yes' button.	
	The application checks how big the Bet of the mission was. The piece of the team is moved forward as many steps as the Bet was.

### Alternate flow.

Moving forward after a NormalTurn

Actor	System
See UC: DoChallenge. Challenged team has registered their success.	
	The application compares the score of the Challenged team and the score of the Active team. The team that won the challenge (if it's a draw, the Challenged team is considered the winning team) is moved forward. The piece of the team is moved forward as many steps as the Score was.

### Exceptional Flow.

If the current position of the piece of the team, plus Bet or Score, takes the piece to or beyond the Goal Tile, the piece is placed on the goal tile and the game ends (see UC: EndGame).