

## Use Case: *MoveBackward*

Short description: A piece is moved backward.  
Priority: Low.  
Extends or Includes: Extends UC: DoNormalTurn,  
Extends UC: DoChallengeTurn.  
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 'No button.	
	The piece of the team is moved backward 2 steps.

### 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 lost the challenge (if it's a draw, the Active team is considered the losing team) is moved backward.

### Exceptional Flow.

If the current position of the piece of the team, minus 2, takes the piece back to or beyond the First Tile, the piece is placed on the start tile. If not, the piece of the team is moved backward 2 steps.