

Use Case: *EndGame*

Short description: What happens when the game ends.
Priority: Low.
Extends or Includes: Extends UC: MoveForward
Participating actors: Active team, Challenged team, the application.

Normal flow of events

A piece is moved forward, and ends up on Goal Tile.

Actor	System
See UC: MoveForward	
	Application checks if bet of the NormalTurn is enough to take the team to the goal tile. If it is, ActivePiece will be announced as the winner in the middle of the board. Application sets all tiles as unclickable.

Alternate flows

2.1. A player clicks on the menu item 'End Current Game' in the menu.

Actor	System
One of the players clicks 'End Current Game' in the menu.	
	Application pops up an OptionPane and asks the user if they are sure they want to end the current game.
User clicks 'Yes'	
	Application removes the board and takes the user back to the first frame of the game.

2.2. A player clicks on the menu item 'New Game' in the menu.

Actor	System
See UC: New Game.	

Exceptional flow

There is no exceptional flow.