Use Case: ShowNextCard

Short description: How the player can see another card.
Priority   Mid.
Extends or Includes: Extends StartMission
Participating actors: Active team, Mission, the application.

Normal flow of events

Actor	System
The active team clicks the "Next" button. See UC: StartMission	
	The application retrieves the next card available in the deque from the Mission class, and repaints the GUI.

Alternate flow

Depending on the category of the mission, there are a different set of cards in the deque. If the team presses 'Next' enough times, the deque will run out of cards.

Actor	System
The active team clicks the "Next" button. See UC: StartMission	
	There are no more cards in the deque. The application retrieves a card from Mission, claiming that all cards have been viewed, and asks the active team to press the 'Done' button. The timer will stop counting down, but nothing else changes.

Exceptional flow
       There is no exceptional flow.