Use Case: *Bet*

Short description: How a user makes a bet in the game.
Priority: High
Extends or Includes: Extends UC: DoNormalTurn
Participating actors: Active team.

Normal flow of events
The bet of the active team is set.

Actor	System
Active team clicks one of the betable tiles (one of the raised tiles) to make a bet.	
	The clicked tile becomes lowered, and the "Start Mission" button appears.
Active team clicks 'Start Mission' button.	
	Application registers the Bet, and the first card of the mission appears. The button 'Start Mission' disappears. The 'Next', and 'Done' button appears.

Alternate flow
      The Active team makes a new bet before clicking 'Start Mission'. The active team can do this as many times as they like.

Exceptional flow
      The active team clicks one of the tiles that isn't betable. Nothing happens and the Active team will have to try again.