

Use Case: *DoNormalTurn*

Short description:

How a normal turn is executed.

Priority

High.

Extends or Includes:

Includes UC: StartMission,

Includes UC: Bet.

Includes UC: MoveForward

Includes UC: MoveBackward

Participating actors:

Active team and the application.

Normal flow of events.

Actor	System
	The application initiates a new turn with the active piece. The piece of the team is positioned on a normal tile of an arbitrary category. In the center of the board a textFrame saying "Choose your opponent!" appears. A comboBox containing all the names of the competing teams, apart from the name of the active team will appear, and beside it, a "Start Challenge" button.
UC: Bet	
UC: StartMission	
	A text panel with the text "Was the mission successful?" appears, and a "Yes" and "No" button.
The active team presses one of the two buttons.	
	The application moves the piece of the active team (UC: MoveForward, UC: MoveBackward), and changes turn to the next team. The buttons "NO" and "YES" buttons will disappear and the turn of the next team is initiated.

Alternate flow

There is no alternate flow.

Exceptional flow

There is no Exceptional flow.