

Use Case: DoChallenge

Short description: How a challenge is executed.
Priority: Mid.
Extends or Includes: Includes UC: StartMission.
Includes UC: MoveForward
Includes UC: MoveBackward
Participating actors: Active Team, another team, the application.

Normal flow of events

It is a normal turn.

Actor	System
	The application initiates a new turn with the next active piece. The piece of the team is positioned on a challenge tile. 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.
The active team chooses a team from the comboBox, and presses "Start Challenge".	
	The textFrame disappears, and the comboBox and "Start Challenge" button are replaced by a "Start Mission" button.
See UC: StartMission	
	The application removes the card, and replaces it with a panel with the text: "Enter your score below!". The buttons "Done" and "Next" will also disappear and be replaced by a comboBox with integer 0-7, and a 'Set Score' button next to it.
The active team enters their success and presses 'Set Score'	
	The textPanel, comboBox and 'Set Score' button disappears and is replaced by the 'Start Mission' button.
See UC: StartMission	
	The application removes the card, and replaces it with a panel with the text: "Enter your score below!". The buttons "Done" and "Next" will also disappear and be replaced by a comboBox with integer 0-7, and a 'Set Score' button next to it.
The opposing team enters their success and presses 'Set Score'	
	The application moves the piece of the active team, and the piece of the opposing team (UC: MoveForward, UC: MoveBackward). It also changes turn to the next team. The textPanel, comboBox and 'Set Score' button disappears

Alternate flow

There is no alternate flow.

Exceptional flow

There is no Exceptional flow.