

Use Case: *StartMission*

Short description: How a mission is executed.
Priority: High.
Extends or Includes: Extends UC: DoNormalTurn,
Extends UC: DoChallenge.
Includes UC: ShowNextCard.
Participating actors: A team, the application.

Normal flow of events

It is a normal turn.

Actor	System
The team carrying out the mission clicks the “Start Mission” button.	
	Application sets the category depending on which category the piece of the active team stands on. A card in that category will appear in the center of the board. The ‘Start Mission’ button will disappear and be replaced by a “Done” button and a “Next” button. A timer will also appear, beginning at 30 and counting down.
See UC: ShowNextCard.	
The active team clicks ‘Done’, or waits till the time runs out.	
	The application removes the card, and replaces it with a text panel with the text asking the team to register their success. See UC: DoNormalTurn or UC: DoChallenge.

Alternate flow

There is no alternate flow.

Exceptional flow

There is no exceptional flow