**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.