

## Use Case Description – Ending a Turn

**Primary actor:** Player

**Precondition:**

1. There are 3 runner caps on the board.

**Postcondition:**

1. The player's marker positions have been updated.
2. The board has removed the runner caps.
3. The turn has been switched to the next player.

**Stakeholders and interest:**

1. Player: Player wants save their turn's progress.
2. Game developer: Ensure game is able to save player progress in a turn and that the turn cycle's through other players.

**Main Success Scenario:**

1. The user rolls their dice and chooses combinations.
2. The system places the runners in columns based on the choosen combinations.
3. The system records the runner cap positions for the player.
4. The system provides the option to end turn or continue rolling.
5. The user decides to end their turn. (Alt. 1: The user keeps rolling)
6. The system updates the board by removing the runner caps and placing markers in its place.
7. The system records the player's marker positions.
8. The system reverts display elements like dice combinations to its initial state.
9. The system passes the turn to the next player.

**Alternative:**

Alt.1 : The user keeps rolling.

1. Flow resumes at main scenario step 1.

**Exceptions:**

1. Failure to save marker positions should result in the game allowing the user to end their turn again.

**Special requirements:**

1. The system should save and update marker and runner positions within 5 seconds of the user ending their turn.
2. The option to end turn must become available after the user places three runner caps.

**Open Issues:**

1. Visual elements of the board like a player's marker icon may be hidden if another player's runner cap is placed on the same block.