Use Case Description: Failing A Turn

**Primary Actor**: Player

**Stakeholders and Interests:**

* Player: wants to get notified about their turn failing.
* Game developer: wants the system to keep track of the current turn’s runner position accurately.

**Precondition:**

* The player needs to have done rolling the dice at least once in the same turn.

**Success Guarantee (Postconditions):**

* The player’s progress for the turn is erased from the system, and the player is made aware of the failing turn.

**Main Success Scenario:**

1. The user rolls the dice and chooses different combinations.
2. The system places the runners in place of the chosen columns.
3. The user decides to roll the dice again and gets different combinations
4. The system detects that none of the combinations matches the current column where runners are positioned. *[Alt1: Combinations on player’s favor]*
5. The player is informed, “You have failed this turn.”
6. The system deletes the record of the player’s progress for this turn and passes the turn to the next player.

**Alternative Flows:**

*Alt1:* Combinations on player’s favor

**1.** Flow resumes at Main Success Scenario Step 2.

**Exceptions:**

**Special Requirements:**

• Confirmation of the failed turn is to be provided to the player within 10 seconds of rolling the dice.

**Open issues:**