Use Case	Take a turn
Primary Actor	User
Stakeholder and interests	Users – Rolling the die, moving tokens, setting up barricades, eliminating opponent's token.
Pre-conditions	The user has successfully setup the game and launched it.
Post-conditions	After the die roll, user's token is moved to a specific marked square depending on the die roll.
Main Success Scenario	1. The system allows the user to roll a die, which will decide where a token can move. (Alt 1: Selected token cannot move due to barricade restrictions) 2. The system selects a chip and depending on the die roll of the player, shows hints as where to move the token (User are given the choice of taking the hint option). 3. The system moves the chip, when the user selects the space to move to depending on their die roll. (Since there are lot of spaces on the board, user can choose to move left, right, up, or down the board.) 4. The system provides hints to where a user can setup his barricade, considering that the user landed on a barricade. 5. The system sets up a barricade, upon user's selection. 6. The system confirms that the path is valid for the selected token. (Alt 1: Selected token cannot move due to barricade restrictions) 7. Upon landing on an opponent's token, the system will remove the token and place the token at its starting position. This applies for all the players.

Alternative Flows	Alt1: Selected token cannot move the spaces according to the die roll.(Step 1, Step 6)
	    ➢ The system chooses another token to be moved.
	    ➢ The system automatically moves on to the next player, if all tokens are barricaded.

Exception	1. If the user closes the game in the middle, the system will pop a message allowing the user to save the game, do not save, or cancels. The game will be closed as soon as the user selects cancel.
Special Requirements	1. Ask for players to choose difficulty of the game. 2. Token colors options should be provided for the visually impaired.

Open Cases	1. How to confirm that the user always takes the first turn?
	2. How to implement AI moves and die rolls?

Use Case Description: Take a turn