

Use Case: Buy Cards

Actor: Player

Pre-Conditions: The player has finished rolling the dice

Post-Conditions: N/A

Events:

1. Application displays the 3 cards that are available to purchase
2. Application waits for user input
3. Player picks which cards they want to buy
4. Application displays new cards from the deck
5. Application activates card effects and ends turn

Extensions:

N/A

