

Use Case: Victory Points

Actor: Player

Pre-Condition: Player has started their turn in Tokyo, just entered Tokyo, or has rolled three or more of the same number on the dice

Post-Condition: N/A

Events:

1. Application adds the number of victory points gained from the player action to player data
2. If the number of victory points for a player would be greater than 20, the victory points are set to 20 and the player status is updated as the winner

