Use case: Dice
Actor: User (Player) rolls the dice
Pre-Condition: Player 1 starts to roll the 6 dies
Post-Condition: Board is set, players are ready
Events:
1. Player 1 rolls the dice 3 times
   a. On the first Roll, roll the 6 black dice (and 1 or 2 green dice provided player 1 has a Power card)
   b. On the second roll the results a likeable, gaining victory points, because of 1,2,3
   c. On the third roll, if player 1 decides to roll again, then go to Resolve Stage of dice (Step 2)
2. Resolving all dice
   a. Player 1 rolls three-of-a-kind 1, 2, or 3, gain as many victory points

Extensions:
- 1a-2a - Applies to all players if they do get them same results as player 1