Use Case: Move

Actor: Player

Pre-condition: There is no player currently in Tokyo, the current player has dealt damage to another player in Tokyo, or the current player is in Tokyo and has taken damage from another player

Post-condition: N/A

Events:

1. Application moves player model into Tokyo if they are not in Tokyo already or outside of Tokyo if they are in Tokyo

    2. Application moves on to the buy card phase

Extensions:

    1a: Multiple cities

        1a.1: If there are 5-6 players, another city called Tokyo Bay will be added to the map with the same effect as Tokyo

⊟ PlayerActions
rollDice
+ field: type

⊟ BuyCards
buyCard()

⊟ Move
enterTokyo()
leaveTokyo()