

Starts Turn

Primary Actor: Player

Stakeholders and Goals:

- Player wants the game to continue to advance.
- Developers want the player to continue to play the game

Preconditions:

- Player is alive
- Player has a ship
- Ship has fuel
- Control Tower has given permission to leave

Post Conditions:

- Another turn has started
- Turn number increment
- Player warps to a valid destination

Basic Flow

1. Player clicks leave station on Station Screen
2. Player passes all preconditions
3. Player is approved to leave the station
4. Map Screen is displayed.
5. Player Selects a valid destination
6. Player warps to destination

Alternate Flows

- 1) Player selects to use a system's wormhole
 - a) Player is Shown where the destination goes using the map screen
 - b) Player still wants to use the wormhole
 - c) Player is prompted to pay the tax
 - d) Player elects to pay the tax
 - e) Play uses the wormhole

*If the player ever elects to not use the wormhole the player is returned to station

5)

Player selects an invalid destination

An error is displayed saying the destination isn't valid
The user is allowed to pick a different destination