Use Case Diagram Description

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| ID: | Label: Loot |
| Pre­conditions | Must be players turn  Player must not be knocked out  Player must not be dead |
| Main Flow | Player will move onto search Token  Player will pick up an appropriate search card  Player will face search card faced up  Player will discard card |
| Sub Flows | Player will gain an ability from search card  Player may want to use search card straight away  This will open another use case for all possible abilities. |
| Alternative Flows | Player will pick up an appropriate search card  Player will move off search Token |
| Special  Requirements | Player must be standing over a search token |