Use Case Diagram Description

|  |  |
| --- | --- |
| ID: | Label: Rest |
| Pre­conditions | Must be players turn  Player must not be knocked out (Have less than 5 fatigue points)  Player must not be dead |
| Main Flow | Player will lose all fatigue points |
| Sub Flows | Player must not attempt any other actions |
| Alternative Flows | N/A |
| Special  Requirements | Player must have at least one fatigue point |