Use Case: Play Turn

Summary: How an entire turn is played by the current player.

Priority: High

Extends: -

Includes: Pick Territories, Place Armies, Attack, Movement

Participants: Current player

Normal flow of events

All game phases are performed after all territories are picked

	Actor	System
1	Places armies (Place armies use case)	
2		Reinforcements are placed
3	Attacks (Attack use case)	
4		Appropriate number of armies are removed
5	Moves armies (Movement use case)	
6		If a territory was taken during Attack use case, give player one card
7		Armies are moved according to action of player Turn is passed to next player

Alternate flows

3.1 Attack phase is passed

	Actor	System
3.1	Next phase pressed	Continue to step 5

5.1 Movement phase is passed

	Actor	System
5.1	Next turn pressed	Do step 6 End turn