

Use case: Pick territory

Summary: This is how players pick territories on the map at the start of the game.

Priority: High

Extends: -

Includes: -

Participants: Current player

Normal flow of events

The territory touched is unoccupied.

	Actor	System
1	Touches the territory	
2		Sets the occupier of the territory to current player
3		Adds one army to the territory and removes one from curent player's armies to place

Alternate flows

1.1 Player touches a territory already occupied

	Actor	System
1.1	Touches the territory	Return to step 1