

Use Case: Place armies

Summary: How the armies given to the current player at the beginning of the turn are placed.

Priority: High

Extends: -

Includes: -

Participants: Current player

Normal flow of events

The actions are executed as expected

	Actor	System
1	Touches a territory occupied by current player	
2		Changes the outline color of the territory to blue and lifts it up
3		Shows a slider and a "place" and "done" button
4	Uses the slider to change the amount	
5	5.1 Place button pressed 5.2 Done button pressed	Adds the appropriate number of armies to the selected territory Return to step 1

Alternate flows

1.1 Touches a territory occupied by another player

	Actor	System
1.1	Touches a territory occupied by another player	Return to step 1