Thomas Trieu

Requirements

US-05

Player can view their own and other players' owned properties

US-09

Player can mortgage any of their properties for an instant sum of cash from the bank, but forgo the ability to collect rent on mortgaged properties

US-08

Player must declare bankruptcy if they owe rent or taxes that they cannot pay

Use Case ID:	UC-04
Use Case Name:	View properties
Description	Player can view their own and other players' owned properties

Actors:	Players
Pre-Conditions:	The game has begun. Property information has been loaded. It is the viewing player's turn.
Post-Conditions:	The player has seen what properties each player owns.
Frequency of Use	Often

Flow of events:	Actor Action	System Response
1)	Click on 'View All Properties' from the main view	Chart of information on all properties is displayed.
Variations:	None	
Exceptions:	None	

Use Case ID:	UC-05

Use Case Name:	Mortgage properties
Description:	Player can mortgage any of their properties for an instant sum of cash from the bank, but forgo the ability to collect rent on mortgaged properties

Actors:	Player
Pre-Conditions	A player owns a piece of unmortgaged property that they wish to mortgage. It is the player's turn.
Post-Conditions	The player has received cash from the bank equal to the sum of the mortgage values of their selected properties. The selected properties are mortgaged and unable to collect rent.
Frequency of Use	Almost always at least once per match, often more, by each player.

Flow of Events:	Actor Action	System Action
1)	Player selects 'View my properties' from main view	Window containing list of player-owned properties is displayed
2)	Player clicks on property that they wish to mortgage	Window containing detailed information of selected property is displayed
3)	Player clicks on 'Mortgage' from property information view	Confirmation to mortgage property for the appropriate mortgage value is displayed
4)	Player accepts mortgage confirmation prompt	Property becomes mortgaged, bank disburses cash to player, window containing list of player-owned properties is displayed

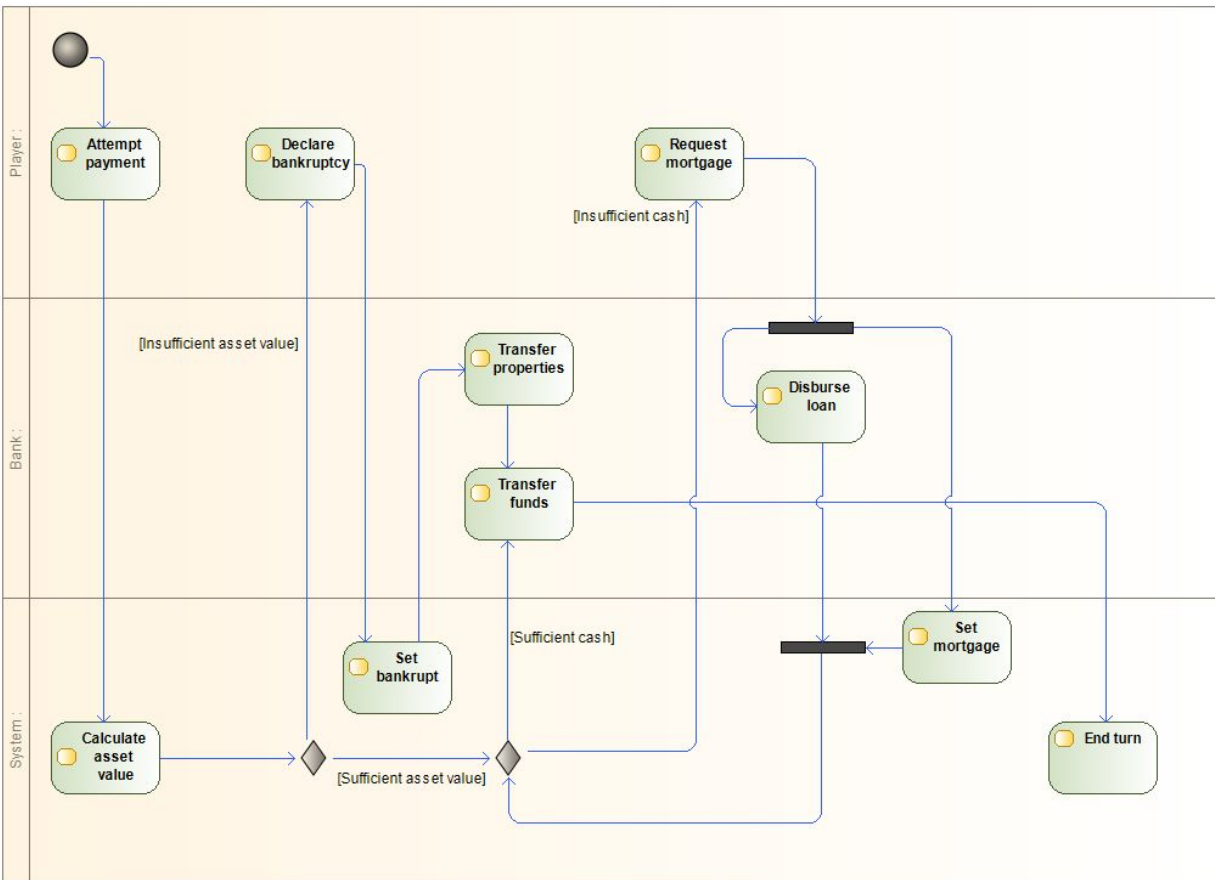| Variations	None	
Exceptions	Player has no properties to mortgage	

Use Case ID	UC-06
Use Case Name:	Declare bankruptcy
Description:	Player must declare bankruptcy if they owe rent or taxes that they cannot pay.

Actors	Players
Pre-Conditions	The player has just moved to a space such that they owe money either to another player or the bank. It is still the player's turn.
Post-Conditions	The player is declared bankrupt and removed from play. The bankrupt player's assets are transferred to the collecting player or bank accordingly.
Frequency of Use	Up to the number of players per game

Flow Of Events	Actor Action	System Action
1)	Player clicks 'Pay' button	The player's asset value is calculated and a prompt warns the player that there are insufficient funds. The 'Pay' but is changed to read 'Declare Bankruptcy'.
2)	Player clicks on confirmation of the 'Insufficient funds' warning	Main view is displayed
3)	Player clicks 'Declare Bankruptcy' button	Prompt asking player to confirm selection appears
4)	Player clicks 'Yes'	The bankrupt player's properties and cash are transferred to the payment

		collector. The bankrupt player is removed from play and their turn is ended.
Variations:	None	
Exceptions:	Player has enough funds to pay rent/tax	

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Declare bankruptcy
Use-case ID: 06
Requirement ID: US-08

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Requirement ID: US-08
Use-case ID: 06
Player must declare bankruptcy
if they owe rent or taxes
that they cannot pay.

Player :	System :	Banker :

declareBankruptcy()

setBankrupt(player)

*transferProperty()

takeCash()

endTurn()