

William Diment

### Requirements

US-06

After moving to a new spot on the game board, a player has the option of buying property

US-07

After moving to a new spot, a player wishes to trade a piece of property with another player

US-011

Before the game begins, all players will have the option of voting to set the time of the game

Use Case ID:	UC-01
Use Case Name:	Buying Property
Description	After moving to a new spot on the game board, a player has the option of buying property

Actors:	Players
Pre-Conditions:	A player has yet to roll dice and move from their original position to their new position
Post-Conditions:	The player has moved to a new position and bought the piece of property associated with that position
Frequency of Use	Often

Flow of events:	Actor Action	System Response
1)	Actor rolls the dice	Two Random numbers between 1-6 generated, added together
2)	Actor moves from original	

	spot to new spot	
3)	Actor sees that the property is available to buy	
4)	Actor gives money to bank	Bank takes money from Actor
5)	Actor receives property	Bank gives property to actor
Variations	4) Actor does not have enough money to buy property	Bank does not take money from actor
Exceptions:	None	

Use Case ID:	UC-02
Use Case Name:	Trade Property to Player
Description:	After moving to a new spot, a player wishes to trade a piece of property with another player

Actors:	Player
Pre-Conditions	A player owns a piece of property that he wants to trade
Post-Conditions	The player has traded his piece of property, losing the property he had but gaining the property of the other player
Frequency of Use	Sometimes

Flow of Events:	Actor Action	System Action
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1)	Player selects property he wants to trade	
2)	Player selects other player to trade with	
3)	Player requests property from the other player	
4)	If other player accepts, they swap properties	System takes the properties from the players to give to the other players
Variations	4. If other player does not accept, they do not swap properties	System does not swap properties
Exceptions	None	

Use Case ID	UC-03
Use Case Name:	Set Time
Description:	Before the game begins, all players will have the option of voting to set the time of the game

Actors	Players
Pre-Conditions	Game has not begin and a time has not been set for the game
Post-Conditions	A time has been set for the game
Frequency of Use	Sometimes

Flow Of Events	Actor Action	System Action
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1)		Display option "Would you like to set a time?"
2)	Actor picks yes	Record vote
3)		Display time options
4)	Actor picks time option	Record time option vote
5)		Tally votes, set time
Variations:	2) Actor picks no	Record vote
Exceptions:	None	

START

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Use Case ID: 01  
Requirement ID: US-06  
Player Buys Property

