**Place Starting Positions**

**Use Case:** Place Starting Positions

**Scope:** Flash Point

**Level:** Subfunction

**Intention in Context:** The intention of the Players is to Place their starting firefighter and vehicle positions.

**Primary Actor:** Player

**Secondary Actors:** Other players (teammates).

**Main Success Scenario:**

1. System places initial game objects (fire, hotspot, etc).
2. System informs Player to place their starting position on any of the board spaces outside of the building.
3. Player informs System the position he wishes to place.
4. System informs players to vote for vehicle initial positions.
5. System informs Player of new game states.

**Extension:**

3a. If the position Player chooses is not valid *(Occupied, Wrong Scope, etc.)*

3a.1 System informs Player of invalid placement.

3a.2 System informs Player to place a firefighter on a required position.