Use case: *Move*

Short description: How a user moves his/her piece.

Priority: … (todo)

Extends or Includes: Includes RollDice.

Participating actors: Actual player (AP). Player not in Jail, see UC: InJail

Normal flow of events

Actor	System
AP clicks "roll" button	
	The result is displayed as two dices.
	AP's piece is removed from the actual space on the board and moved to the new. If passes Go AP's balance will increase with specified amount. New balanced is displayed.
AP clicks "Next" button (see UC: EndTurn)	

Alternate flow: Other players property

      If new position is a property owned by other player. See UC: Pay

Alternate flow: Chance or Community Quest

      If new position is Chance or Community Quest. See UC. PickCard

Exceptional flow: No exception