

Use Case: EndTurn

Summary: This is how the next player is selected. There are many UC's that can precede this, Move, Buy, Sell, ...

Priority: high

Extends: -

Includes:

Participators: One of the players, the application

Normal flow of events

Just switch actual player.

	Actor	System
1	Clicks the EndTurn button	
2		PlayerPanel for the player is unmarked and PlayerPanel for next Player is marked. EndTurn button disabled and Move button enabled

Alternate flows

Flow 2.1 No other players left (i.e. this is the winner)

	Actor	System
2.1.1		Dialogue has resulting list based on when players had to leave the game.
2.1.2	Clicks OK	
2.1.3		Removes all panels (Board, Players, ...). Now only a menu is present.

Exceptional flow

There is no exceptional flow.