

# Use Case: Move

**Summary:** This is how the actual player move his/her Piece on the board. UC EndTurn probably preceded this UC. For parts of GUI (Buttons, PlayerPanel etc.), see GUI sketch.

**Priority:** high

**Extends:** -

**Includes:** RollDice. No separate UC for RollDice it's fully includes here.

**Participators:** Actual player

## Normal flow of events

A simple move with no consequences.

	Actor	System
1	Clicks the Move button	
2		Displays the outcome of the dices.
3		Removes player's Piece from it's current space on the board and moves it to the new.
4		The Move button is disabled and the EndTurn button is enabled.

## Alternate flows

### Flow 3.1 Player lands on Space owned by other player

	Actor	System
3.1.1		A dialog prompting the player to pay rent shows up Dialogue shows how much to pay and who's the receiver.
3.1.2	Clicks OK in dialog	The PlayerPanels are updated with new balance.

### Flow 3.1.2 Player is not able to pay rent.

	Actor	System
3.1.2.1		A dialog prompting the player to sell (see UC Sell) or if players total means not enough inform player he/she is broke (this can't happen to the last player). If broke; disable PlayerPanel for actual player. The UC EndTurn (automatically) is run.

### Flow 3.2 Player lands on Chance or Community Chest

	Actor	System
3.2.1		<p>A card (dialog) informing the player show up. There are 5 different kind of actions:</p> <ol style="list-style-type: none"><li>1. A withdraw (possible to other players)</li><li>2. An income (possible form other players)</li><li>3. An absolute move</li><li>4. A random move (player roll dices again)</li><li>5. Keep. Will save the card for future use (free from jail)</li></ol>
3.2.2	<p>Clicks</p> <ol style="list-style-type: none"><li>1. OK (if not possible see 2.1.2.1)</li><li>2. OK</li><li>3. OK</li><li>4. Move (on dialogue)</li><li>5. Keep</li></ol>	<ol style="list-style-type: none"><li>1. Update PlayerPanel with new balance</li><li>2. As 1.</li><li>3. Players Piece removed from current location put on new.</li><li>4. Dice results displayed. Continue as 3.</li><li>5. Player panel updated with an icon for a card.</li></ol>

### Flow 3.3 Player is in Jail

	Actor	System
3.3.1		<p>If player gets max results for dices. The piece is moved like above. Player panel icon for InJail removed. Else piece is not moved.</p>

### Flow 3.4 Player get max dices

	Actor	System
3.4.1		If player gets max results for dices. The piece is moved like above
4.1		No changes to Move and EndTurn buttons

### Exceptional flow

There is no exceptional flow.