

Use Case: Make a bid

Primary Actor: User

Stakeholders and Interests:

- User: To successfully make a bid.

Preconditions:

- Time is still running or the user is the first one to make bid.

Success guarantee:

- Player makes bid successfully

Main success scenario:

1. The system selects a target square and notifies all players which target has been picked [*Alt 1: user exits the game*]
2. The player then selects their name on the scoreboard and their name would turn red indicating they can enter their bid in the bid box.
3. The system starts the timer after the first player submits a bid
4. The system then gives chance to all user to submit their bid by clicking on their name (which turns their name in red) and allows them to write their call in the bid box.
5. After entering the bid in the bid box, the user then submits their bid to the system
6. The system then records the bid
7. The system then stops the timer after one minute and then players aren't allowed to submit bids any more
8. The system then checks which player accurately made the smallest bid to the target square
9. The system notifies all users who correctly submitted the most accurate smallest bid and their name is turned into green colour indicating it's their turn to make move.
10. *Use case ends.*

Alternate flows:

Alt 1: user exits the game

1. *Use case ends.*
2. *Game exits.*

Exceptions:

- The bid has to be greater than 0.

Special Requirements:

Open issues:

- Did the user save the game while making bid?