

Make a Legal Move

Primary Actor: User

Stake Holder and interest:

- User: to move the robot into the different blocks legally

Pre-Conditions:

- User makes a move robot chip legally

Success Guarantee (Post Conditions):

- User is able to move the robot piece successfully onto a new block by meeting game requirements.

Main Success Scenario:

1. User clicks on robot piece.
2. System detects which robot piece has been selected.
3. User selects a block on the board.
4. System validates the move and checks to see if the robot chip can stop on that block.
[Alt 1: illegal move]
5. System then moves the robot chip onto the new block.
6. System increments the 'Number of Moves' on the screen.
7. Use case ends

Alternative Flows:

Alt 1: Illegal move

Use case ends.

Exceptions:

Moves exceeded: system then stops the user from making any other move.

Special Requirements:

Open Issues: