

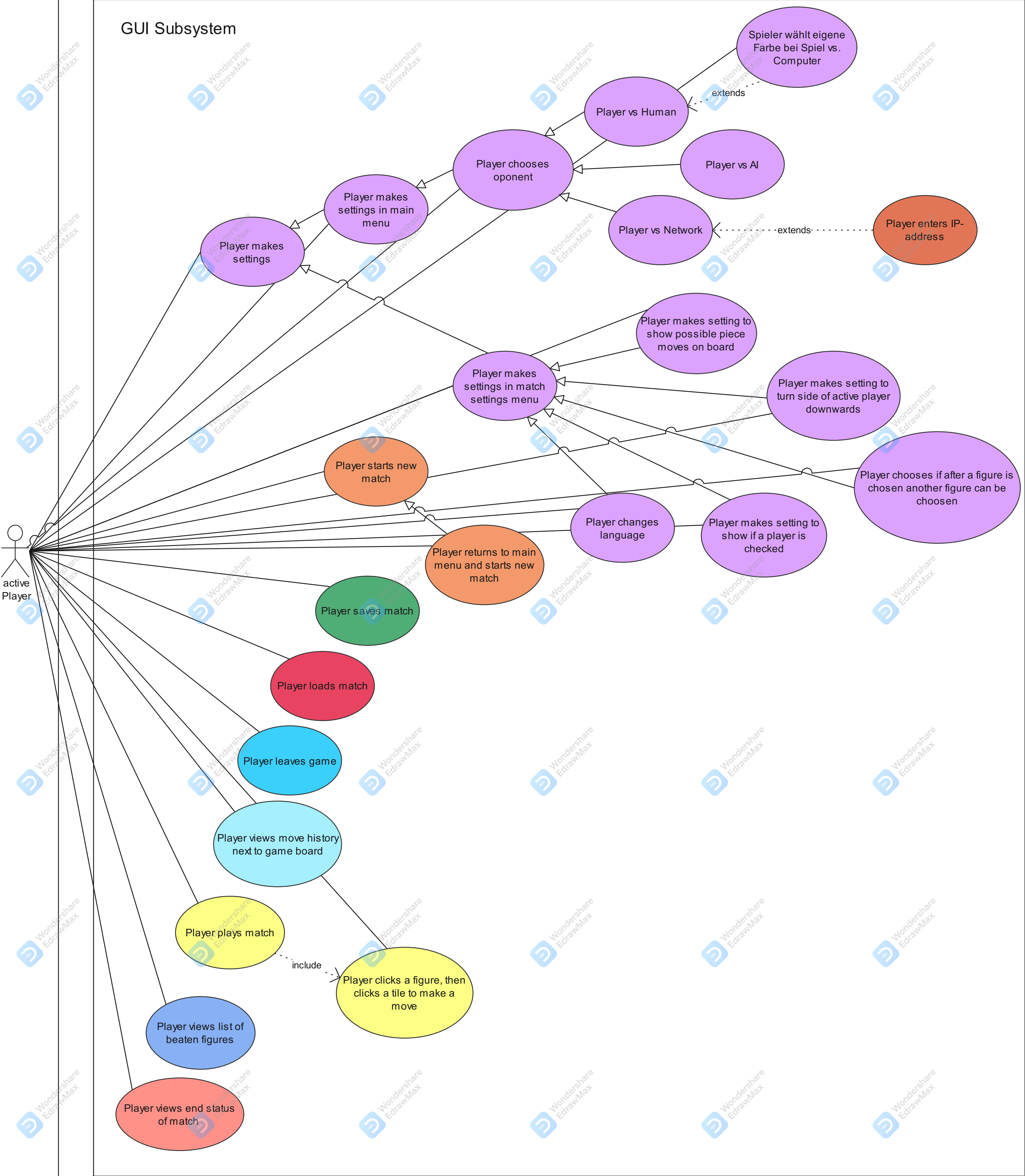
System

CLI Subsystem



System

GUI Subsystem



2

Player chooses to play Player vs AI

As: active Player

I want to: start a new match against an AI player

In order to: play chess against the computer

2

Assumed: i am in the settings selection of the game
If: i choose to play against the AI player and start the match
Then: i want the game to assign me the white color and the AI
opponent the black color and let the AI make computer
calculated moves

1

Player chooses to play Player vs Human

As: active Player

I want to: start a new match against another human

In order to: play chess against a human

1

Assumed: i am in the settings selection of the game

If: i choose to play against another human and start the match

Then: i want the game to assign me the white color and the human oponent the black color and let him make his own moves

3

Player chooses to play Player vs Network

As: active Player

I want to: start a new match against a human player over network

In order to: play chess

3

Assumed: i am in the settings selection of the game

If: i choose to play against a player over network

Then: i want the game to prompt me to input a IP-address
and start a match after my confirmation

3

Player loads a saved match

As: active Player

I want to: load a saved match

In order to: play it from the point i saved in any of the two UIs

3

Assumed: i am in the settings selection of the game

If: i choose to load a saved game

Then: i want the game to show me a list of saved matches
and to start the game if i select one

1

Player makes a draw input

As: active Player

I want to: to make a move with a piece

In order to: play chess

1

Assumed: a chess game is running
and i can make inputs

If: i make a draw input

Then: i want the game move the selected piece on the screen
and take actions in the chess logic

2

Player makes a promotion input

As: active Player

I want to: to make a promotion move with a pawn

In order to: promote the pawn into some better piece

1

Assumed: a pawn of my stands on the row in front the oponents
first row

If: i make a move input with or without an addition for promotion
for my pawn towards the named row

Then: i want the game to promote my pawn into denoted piece or
if no piece was denoted to a queen and show on the screen

1

Player makes an illegal input

As: active Player

I want to: to make a move with a piece

In order to: play chess

2

Assumed: a chess game is running
and i can make inputs

If: i make a draw input with a piece that protects my king to
be under attack (checked)

Then: i want the game to inform me that i cannot make this
move and let me make another move

1

Player makes an syntactical false input

As: active Player

I want to: to make a move with a piece

In order to: play chess

1

Assumed: a chess game is running
and i can make inputs

If: i make a draw input with a piece but i make a typing
mistake

Then: i want the game to inform me that i made a mistake
and let me make another input

2

Player makes castling input

As: active Player

I want to: to make a castling move with the king

In order to: get my king in safety

1

Assumed: its my turn, between my king and my rook are no other pieces and i never moved one of the named pieces

If: i make a castling input

Then: i want the game to move the selected king and an rook in an correct castling manner and show on the screen

3

Player makes input „beaten“

As: active Player

I want to: view the list of beaten pieces

In order to: use the feature of the game

1

Assumed: a chess game ist running
and i can make inputs

If: i make the input „beaten“

Then: i want the game to show me a list of the so far beaten
pieces

3

Player saves match

As: active Player

I want to: save the current match

In order to: play it later or to play it the GUI

3

Assumed: a chess game is running
and it's my turn to make an input

If: i make the input to save the game

Then: i want the game to inform me that the game is saved
and let me name the savepoint through a further input

3

Player views message that match ended

As: active Player

I want to: checkmate my oponent

In order to: beat the oponents king

1

Assumed: a chess game is running
and i can make inputs

If: i check mated the opponents king

Then: i want the game to inform me that the king is check mated and i won the game. Also the game can't receive more move inputs, but let me start a new match if i want to

1

Player views message that player is checked

As: active Player

I want to: make a move with a piece

In order to: check the King of the oponent

2

Assumed: a chess game is running
and i can make inputs

If: i make a draw input with a piece so the opponents king is
checked

Then: i want the game to inform me that the king is checked
and let the opponent only make moves to get out of it