

Use case: *Place piece.*

Priority (**high**, mid, low)

Participating actors

- User

Normal flow of events

1. Select the desired pin. (User)
 1. The pin get's highlighted to inform the user that the selection was successful. (Application)
2. Press “place piece” button. (User)
 1. Place the piece for the active player in the data structure representing the game board. Update the graphical state to reflect this. (Application)

Exceptional flow 1

1. Press “place piece” button with no pin selected. (User)
 1. Button is unresponsive until a pin has been selected. This can be represented by graying it out. (Application)

Exceptional flow 2

1. Press “place piece” button with a full pin selected. (User)
 1. Button is unresponsive until a pin where the move could be performed is selected. This can be represented by graying it out. (Application)

Exceptional flow 3

1. Press “place piece” button when the selected pin is invisible (User)
 1. The pin is set to be visible before the graphical state is updated. (Application).