Use case: *Finish game.*

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

Participating actors : System only.

Normal flow 1

1. A piece is placed (Application)

    1. A check is performed to see if the current player has managed to produce a winning move. If so, display the winning player and prevent all further playing. (Application)

Exceptional flow 1

2. A piece is placed, filling the board. (Application)

    1. If this was a winning move, see Normal Flow 1. If it wasn't, inform the players that there has been a draw and prevent all further playing. (Application)