

Use case: Playing against an AI

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

Participating actors

- User

Normal flow of events

Instead of two human players taking turns, one of the players are played by an AI.

AI's turn (application)

All user game controls are disabled (i.e. “grayed out”) and there is some text message informing the user that the AI is working.

AI is done (application)

All the user's controls are reactivated and the text message vanishes.