Fully Dressed Use Case: Select a Domino

Primary Actor: Player

Stakeholders and Interests:

- Players: The players want to place their king meeple on a domino they want to add to their kingdom.

Preconditions:

- The game board has been set up/updated, the dominos have been placed in the next line according to their number.

Success Guarantee (Postconditions):

- The player is able to place the king meeple on one of the dominos of their choice and the turn is decided for the next round.

Main Success Scenario:

1. The system provides the opportunity to the player to select a domino according to their turn .[Alt 1: The player with the last turn]
2. The player selects a domino by placing the king meeple on the domino among the available choices.[Alt 2: The player selects a domino already selected.]
3. The system then reserves the domino for that player.
4. The system assigns the turn to the players for the next round.
5. The use case ends.

Alternative Flows:
Alt 1: The player with the last turn.
 1. The system recognizes that it's the last player's turn and only one domino is left.
 2. The system places the meeple on the only remaining domino as the player has no other choice.
3. The flow resumes at the Main Success Scenario step 2 .

Alt 2: The player selects a domino already selected.
1. The system alerts the user that the domino has already been chosen and cannot be selected by more than one player.
2. The system again provides the user with the opportunity to select a different domino.
3. The flow resumes at the Main Success Scenario step 3 .

Open Issues:
- Should the players be allowed to change or exchange their domino at any time of the use case?
- Should the player choosing the King Meeple be allowed to swap the role with any other player?