

Fully Dressed Use Case: Place a Domino

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to place the domino and for the process to be easy and intuitive.

Preconditions:

- The game has been set up and it is the player's turn.

Success Guarantee (Postconditions):

- The player's domino has been placed in a valid location and they can move onto the next part of their turn (placing the king meeple).

Main Success Scenario:

1. The system indicates to the user that they must place their first terrain tile. [*Alt1: There are no valid placements*]
2. The system indicates which areas are valid for the user to place their terrain and which places are not.
3. The user indicates a desired placement for the first terrain of the domino.
4. The system records the placement of the first terrain of the domino.
5. The system indicates to the user that they must place their second terrain tile.
6. The system indicates which areas are valid for the user to place their terrain and which places are not.
7. The user indicates a desired placement of the second terrain of the domino.
8. The system adds the user's domino to their displayed game board according to the indicated locations of the two terrain tiles.
9. The turn moves into the selection phase, and the use case ends.

Alternative Flows:

Alt1: There are no valid placements

1. The system recognizes that the player has no viable placements
2. The system informs the player that they have no allowed placements, and that their domino is discarded.
3. The system discards the player's domino
4. Flow resumes at Main Success Scenario Step 9

Exceptions:**Special Requirements:**

- Colours and sizes of text fonts / other GUI elements must provide or be able to provide for the visually impaired (e.g. colour blindness).

Open Issues: