

Use Case: Place Ships

Summary: Use case for how a player places the ships on the player board, represented as a grid. See GUI mock up for specific UI details

Priority: Medium

Extends: Join Game?

Includes: -

Participators: Client

Normal flow of events:

Player places a ship a spot in the grid.

	Actor	System
1	Clicks a ship in the ship-panel	Cursor becomes selected ship
2	Mouse hover on a spot in the grid	Ship fits in grid with a green hue
3	Clicks the spot	Ship sticks to grid with a normal hue
4		Cursor becomes normal mouse pointer
5		Ship becomes disappears in ship-panel

Alternate flows:

Flow 1.1: Player rotates ship

	Actor	System
1.1.1	Clicks rotate button	Rotates ships in "ship selector" by 90 degrees
1.1.2		If cursor isn't default arrow, rotate it by 90 degrees

Alternate flows:

Flow 2.1: Ship does not fit in spot

	Actor	System
2.1.1		Ship does not fit in grid with a red hue
2.1.2	Clicks the spot	Nothing happens..