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CSCI 306

Clue Use Cases

Story: Player needs to start the game

Use Case Name: Start Game

Description: Initialize board, give first player turn

Preconditions: None

Standard Flow:

1. Player chooses character
2. Board is displayed
3. Scorecard shown

Alternate Flow:

Can’t find configuration file

Display error message

Postconditions: Game is ready to begin

Story: Player needs to make a turn

Use Case Name: Player Turn

Description: Player rolls dice, moves to available location, and makes a guess if the player is in a room

Preconditions: Game has begun

Standard Flow:

1. Roll die
2. Display moves available to user
3. Player moves to available spot
4. Player makes guess if in room

Alternate Flow:

Invalid Move:

Display message to user to pick valid spot

Postcondition: Player is in a new spot

Story: Player wants to make a suggestion

Use Case Name: Player Suggestion

Description: Player chooses a person, weapon, and location. Location must be the room the player is in

Precondition: Player is in a room

Standard Flow:

1. Suggest a person
2. Suggest a weapon
3. If another player has one of the suggested items, it is revealed to everyone

Alternate Flow:

Player suggests invalid item:

Prompt for a new item suggestion

Postcondition: Player’s turn ends, all players with a suggested item have revealed that item

Story: Player wishes to make an accusation

Use Case Name: Player Accusation

Description: Player accuses a person, weapon, and location. Game ends if player is correct.

Precondtion: Player hasn’t moved yet.

Standard Flow:

1. Player suggests person, place, weapon
2. Game displays whether accusation is correct or not

Alternate Flow:

Player makes invalid suggestion:  
 Prompt for a new suggestion

Postcondition: Game ends if player is correct, else player’s turn ends.