

Template:

Use Case Title

Use Case:

Iteration:

Primary Actor:

Goal in Context:

Preconditions:

Trigger:

Scenario:

1.

Postcondition:

Exceptions:

1.

Priority:

When available:

Frequency of Use:

Channel to actor:

Secondary Actors:

Channel to secondary Actors:

Open Issues:

Actors

Primary users:

Active Player: the player whose turn it is

Passive Player: the other player

Software actors:

Network

Database

User Interface

Game logic server

Dropping a Connect Four Checker

Use Case:

Iteration: 1

Primary Actor: Active player

Goal in Context: The active player dropping their checker, completing their turn

Preconditions: A valid game is active

Triggers: The beginning of the game and the end of a turn that doesn't result in the end of the game.

Scenario:

1. A game is initiated and validated
2. Player 1 makes the first move

Postcondition: the move reflected in the UI and displayed to both players

Exceptions:

1. The game is not valid, for example, a player is matched with themselves.
2. A player quits or disconnects, ending the game.

Priority: high, this is the core of the Connect Four gameplay.

When available: first release.

Frequency of Use: high, used multiple times every game.

Channel to actor: network UI update

Secondary Actors: Passive player

Channel to secondary Actors: network UI update

Open Issues: