NEW TOKEN - FULLY DRESSED USE CASE DESCRIPTION

Primary Actor: Human Player

Stakeholders and Interests

- Human Player : The player wants to retrieve a new token for their next round
- IT Staff: To ensure that the token picked is indeed the one that is displayed as the next target for the players without any errors

Pre conditions

- The game runs either for the simple or the complex board game option.
- The player decides on who picks the token for the current round.

Postcondition

- The token is displayed at the center of the playing board and the game moves on to the bidding phase where players try to move the robot to the corresponding target space on the board in as few moves as possible.

Main Success Scenario:

1. The player decides to select a new token
2. The system displays all 17 tokens with their sides switched so that the human player may choose the token randomly[Alt 1:tokens were previously chosen]
3. The player chooses one of the available tokens
4. The system displays the front of the chosen token to the players
5. The System closes the token window
6. The system displays the chosen token at the center of the board for everyone to see
7. The system enters the bidding aspect thereby ending the token phase[End of use case]

Alternative flow

Alt 1:tokens were previously chosen

1. The system displays the remaining tokens
2. Flow resumes from Main Success Scenario 3

Exception

- If at any time the system does not display the correct token or is unable to enter the token phase ,then the system will inform the user on the problem and the use case comes to an end.

Special Requirements

- For the black and white mode that will suit the visually impaired,instead of displaying a token with a picture and colors,a number and a shape will be displayed to aid them in locating the target chip.

Open Issues

- Implementing the black and white mode for the different tokens may prove difficult because a new set of shapes have to be used to device this.
- How to implement failure to display the correct token on the board