

Take a Turn

Primary Actor: Players

Stakeholders and Interests:

- Players: Wants to take turn

Preconditions:

- Game is already set. Players have chosen their colors and have been allotted their starting tiles.
- Atleast 4 dominoes in drawing Pile.

Postconditions:

- Player successfully took its turn and other players are going to take their turns.

Main Success Scenario:

1. The System draws out 4 dominoes from the Drawing Pile and arrange them in ascending order of their ID.
2. The System chooses the player to take turns determined by the position of kings in the line of already selected dominos.
3. The Player selects new dominoes from the current pile.
4. The Player adds their previously selected dominoes to their kingdom.*[Alt1:Domino cannot be added]*

Alternative Flows:

Alt1: No courses available

1. The Domino will be discarded

Exceptions:

Special Requirements:

Open Issues:

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