

Placing a Domino in Kingdom

Primary Actor: Player

Stakeholders and interests:

- **Players:** Are interested in adding a domino into their kingdom

Preconditions: All the players have moved their Maples from the current pile to the future pile

Postconditions: The desired Domino has been placed into the player's Kingdom

Main success scenario

- 1) The system evaluates if there is any way for the domino to be placed in the player's kingdom [Alt1: The domino needs to be discarded]
- 2) The system will prompt the user to select where the player would like to place their domino [Alt2: The location selected is not allowed]
- 3) The player selects the location that they'd like to place the domino in their kingdom
- 4) The system confirms that the domino was placed in the player's kingdom

Alternative Flows:

- Alt 1: The domino needs to be discarded
 1. The system informs the user that the domino was discarded due to it being incompatible with their kingdom
- Alt 2: The location selected is not allowed
 1. The system informs the user that the domino cannot be placed in this location.
 2. The system allows the user to pick a different location to place the domino
 3. Go to step 2

Exceptions:

Special requirements:

Open issues:

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