

Brief use cases

Main menu:

After the game is opened, the system will have a main menu that asks if the player wants to start a new game, load a previous game, or exit the game.

Loading game:

At the beginning of the game, the players will be allowed to load a previous game.

Starting a round:

The system selects the first 4 dominos from the drawing pile and lines them up in the current pile in ascending order, and selects the order of the players. Then the system also adds the 4 dominos in the same way to the future pile. After which the player whose turn it is selects a domino to place their king on.

Saving game:

The game should provide a pop-up when closing the game prior to its ending, to ask the player if they want to save the game prior to closing.

Ending game:

After the system there are no more dominos in the current pile, the system will calculate the number of independent territories and multiply it by the number of crowns on each territory to calculate the overall score.