

Ending A Game

Primary Actor: Player

Stakeholders and interests:

- **Players:** Are interested in finding out who has won the game

Preconditions: There are no more dominos in the current pile

Postconditions: The final scores are calculated, and the system announces which player has won.

Main success scenario

- 1) The system will announce the game is over.
- 2) The system will start with a random territory of the player
- 3) The system will count the number of connecting terrain squares and multiply that number by the total number of crowns found in the territory.
- 4) The system will add the number of points to each player's overall score.
- 5) The system will sum up each player's score
- 6) The system will calculate which player has the highest number of points. [Alt1: Players have the same score]
- 7) The system will announce which player has won
- 8) The system will prompt the user to either exit game or start a new game.
- 9) The player selects to start a new game [Alt3: Exit game]
- 10) The system enters the "Set up a game" use case

Alternative Flows:

- Alt 1: If both players end up in a tie
 1. The system will calculate the size of each player's largest territory.
 2. The system announces the player with the largest territory as the winner. [Alt2: both players have the same sized largest territory]
 3. Go to step 8
- Alt2: Both players have the same sized largest territory
 1. If there is still a tie (ie. the player's largest territories are the same size), the system announces that the players share the win.
 2. Go to step 8
- Alt 3:Exit game

1. The system exits the game

Exceptions:

Special requirements:

Open issues:

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