

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.
- At Least 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 kingdom
4. The System checks if the player can add tile to the kingdom.*[Alt1:Domino cannot be placed]*
5. The Player places their previously selected dominoes to their kingdom.*[Alt2: Domino cannot be placed at selected position]*

Alternative Flows:

[Alt1: Domino cannot be placed]

1. The System informs the user that domino cannot be placed in the kingdom.
2. The Domino will be discarded

[Alt2: Domino cannot be placed at Selected position]

1. The System informs the player that the domino cannot be placed in the kingdom at a selected position by the player.
2. They System will notify player another position to place the dominio
3. Resume from main success scenario Step 5

Exceptions:

Special Requirements:

Open Issues:

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