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. In addition, it assumes that the domino has been selected.

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 requests the player to select where they would like to place their domino
3) The player selects the location that they'd like to place the domino in their kingdom [Alt2: The location selected is not allowed]
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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