

Use case: Rotating and placing a tile

Primary Actor: Player

Stakeholders and interests:

- Player: Wants to place their selected type in the orientation they desire.

Preconditions:

The game has compiled properly, and the player has selected a tile to place.

Success Guarantee (Postconditions):

The tile is placed on a valid spot on the game board and displays properly to the user.

Main Success Scenario:

1. The system provides the user with the opportunity to rotate the tile selected by them.
2. The user rotates the tile until they are satisfied with the orientation of the tile.
[Alternate 1: User does not want to rotate their tile]
3. The system records the current orientation of the tile.
4. The system provides the user with the opportunity to place the tile on their board.
5. The user selects the slot where they want to place their tile.
6. The system checks if the placement of the tile is valid. [Alternative 2: Invalid tile placement]
7. The system records the placement of the tile and updates the board to display it.[Use case ends]

Alternative Flows:

Alternative 1: User does not want to rotate their tile

1. Flow resumes at main success scenario 3.

Alternative 2: Invalid tile placement

1. The system informs the user that their tile cannot be placed on the selected slot.
2. Flow resumes at main success scenario 1.

Exceptions:

If at any time the system is unable to retrieve or provide details or is unable to place the tile, then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Special Requirements:

None.

Open Issues:

- Is the tile properly visible to the player?