Use Case: Select next round tiles

Primary actor: Player

Stakeholders and interest:

- Player – wants to select new domino for the next round.

Precondition- the order of the round has been decided by selecting the domino in the previous round or initial setup. There are unused dominoes in deck.

Postcondition- Each player has claimed the domino for the round and turns for next round is being decided.

Main success scenario:

1) The system checks if there are domino left in deck before commencing a round.
2) The system chooses the set of next round dominoes from the deck unused domino.
3) The system removes the set of selected dominoes from desk
4) The system makes dominoes in ascending order.
5) The system provides user with the list of dominoes.
6) The system checks the rank order of players from the previous round.
7) The system uses a rank order and provides user opportunity to select the dominoes according to that order.
8) The user (player who's turn it is) selects the domino. [ALT 1 the domino selected is already claimed by another player]
9) The system records the domino selected.
10) The system records the player has taken turn in selecting domino.
11) The system records the rank order of player for the next round based on domino selected.
12) The system repeats step 5 to 11 for all players.
13) The system checks the domino remaining in set of current round domino, if no [use case end].

Alternative flow:

Alt 1: the domino selected is already claimed by another player

1) The system informs user that it cannot select this domino.
2) Flow continues from step 7 of main success scenario.

Exceptions: NIL