Name: Set Up Game

Summary: The host creates a game and identifies the settings that will be used

Version: 1.0

Preconditions: System must be running and displaying main menu

Triggers: Host chooses “New game” from the main menu

Main Success Scenario:

1. System displays “Game Name: “
2. User enters chosen name
3. System displays “Ready to begin. Waiting on other players…”

Postconditions: System will allow other users to join game

Name: Join Game

Summary: A non-host player joins a game

Version: 1.0

Preconditions: system must be displaying main menu, host must have completed Set Up Game, client must be able to connect to host

Trigger: User selects “Join Game” at main menu

Main Success Scenario:

1. System displays available games
2. User enters name of chosen game
3. System displays information of joined game

Extensions:

1-2:

1. Manual connection(desired game is not displayed)
2. User selects “manual connection”
3. User enters IP address
4. System returns to step 1, displaying any games found at entered IP address

Postconditions:

1. User has joined selected game, and will be included when game begins
2. Allows host to begin game (If not already available)

Name: Roll

Summary: User rolls the dice up to three times, choosing which dice to reroll each time

Version: 1.0

Preconditions: Game must be in progress, it must be this user’s turn

Triggers: either game just began and this is first player, or previous player completed their turn

Main Success Scenario:

1. System informs user it is their turn, then prompts them to roll
2. User selects “roll”
3. Systems displays roll
4. User selects which, if any, dice, they wish to keep
5. User selects either “roll again” to repeat steps 2-4(maximum of three times total) or selects “score” to complete use case.

Postconditions: User continues to Score use case

Name: Score

Summary: User selects which scoring box to fill that turn, system determines the score

Preconditions: User has just completed Roll use case

Trigger: User completes Roll use case

Main Success Scenario:

1. System displays scoring card, showing which boxes are still available
2. User selects chosen box
3. System displays updated scoring card

Alternative Success Scenarios:

1. User only has one box remaining (it’s their last turn)
   1. System displays scorecard, indicating which box will be filled
   2. User accepts score
   3. System displays updated scorecard

Postconditions:

1. Next player begins turn

OR

1. If next player has already completed final turn:
   1. All scorecards are displayed
   2. Winner is identified