Use case description

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| Name: | Start game |
| Short description: | When you open the application and submit the number of players and the size of the die, the board will start. |
| Precondition: | * Card and Tile JSON files must be present * JSON library must be installed |
| Postcondition: | * The board is visible * Player 1 can press the button to roll the die |
| Error situations: | If the number of players is invalid, the board will not start. |
| System state in the event of an error: | The board does not start. |
| Actors: | User. |
| Trigger: | The user wants to play the game. |
| Standard process: | 1. User starts application 2. User selects 2-4 players 3. User selects the number of faces (3-10) of the die 4. User presses OK 5. The board opens |
| Alternative process: | 2’. User wants to select <2 or >4 players  3’. System does not accept this  4’. User selects between 2 and 4 players  5’. User selects the number of faces (3-10) of the die  6’. User presses OK  7’. The board opens |

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| Name: | Playing the game |
| Short description: |  |
| Precondition: |  |
| Postcondition: |  |
| Error situations: |  |
| System state in the event of an error: |  |
| Actors: |  |
| Trigger: |  |
| Standard process: |  |
| Alternative process |  |

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| Name: | Finishing the game (downloading the scoreboard) |
| Short description: |  |
| Precondition: |  |
| Postcondition: |  |
| Error situations: |  |
| System state in the event of an error: |  |
| Actors: |  |
| Trigger: |  |
| Standard process: |  |
| Alternative process |  |
| Name: | Buying \*something\* with your money |
| Short description: |  |
| Precondition: |  |
| Postcondition: |  |
| Error situations: |  |
| System state in the event of an error: |  |
| Actors: |  |
| Trigger: |  |
| Standard process: |  |
| Alternative process |  |