

2005 Fully Dressed Used Case Description

Used Case: Take a Turn.

Primary Actor: Player.

Stakeholders and Interests:

- Player: Wants to take its turn and progress in the game.
- Game Makers: Want to proceed the game on the basis of user's actions during it's turn according to the rules of the game.
- Next Player: Want to take its turn after the player terminates it's turn or gets busted.

Preconditions:

- Player has it's turn.
- Player has been granted the permission to roll the dice.
- Player has been allowed the access of 3 white cones.

Success Guarantee (Postconditions):

- Player's turn is over.

Main Success Scenario:

1. System provides an option to roll the dice to the player.
2. Player selects the option to roll the 4 dice.

3. System randomly produces and displays digits between 1-6 on each die.
4. System displays all possible combinations (If there are repeating numbers on the dice then there would be fewer combinations.)
5. System asks the player to make combinations.
6. Player chooses and specifies a combination of 2 sums(columns) out the 4 numbers generated in the roll on the dice.(Alt 1)
7. Player places 2 white cubes on the bottom spaces of both the columns.(Alt 2, Alt 3). (Two Branching conditions)
8. System asks if player wants to continue.(Alt 4)
9. Player chooses to continue playing.(Alt 5)
10. System repeats steps 1-7 until player chooses not to continue.

Alternative Flows:

Alt 1 :Player gets Busted:

1. Player cannot make any combination using which it can legally advance or place any white cube on the board.
2. Player gets busted.
3. System passes the turn to the next player.
4. Next Player has been granted the permission to roll the dice.
5. Next Player has been allowed the access of 3 white cones.

Alt 2: Player's coloured cube already present in the column:

1. Player places the white cube ahead of the coloured cube. (Alt 3)

Alt 3 :White cube already present in the column:

1. Player advances the white cube with one space.

Alt 4: Player Claims 3 columns:

1. Player wins the game.
2. 2. System ends the game.

Alt 5 :Player chooses not to continue:

1. System passes the turn to the Next Player.
2. Next Player has been granted the permission to roll the dice.
3. Next Player has been allowed the access of 3 white cones.

Exceptions:

1. System fails, save the recent state of the game so it can be recovered at any point
2. User provides an invalid response, ask user the provide a valid response.
3. User does not respond when required, ask the user to respond, if not, pass the turn to Next Player. If user does not respond in the next turn, eliminate user.

Special Requirements:

1. Sizes of text fonts must be easily readable by very players.

2. System must respond to the user input within half a second.
3. System must have recovery plan if clashes.

Open issues:

1. What if the player wants to leave the game in between?