

Use Case Name: Rolling Dice

Primary Actor: Player

Goal: The player wants to roll the dice and obtain a specific combination of dice values to progress in the game.

Precondition:

The player has started the game and it is their turn to roll the dice.

Postcondition:

The player's turn is over, and the system updates the game state to progress to the next player's turn.

Main Scenario:

1. The player clicks on the "Roll Dice" button.
2. The system generates random dice values and displays them on the screen.
3. The system displays all the possible combinations of the values on the dice.
4. The player selects a combination of dice values that they want to use to progress in the game.  
..... (Alt1)
5. The system calculates the score based on the selected combination of dice values.
6. The system updates the player's score and displays it on the screen.

Alternate Scenarios:

Alt1: If the player does not obtain the desired combination of dice values

1. The player chooses to roll the dice again.
2. Steps 1-4 are repeated until the player wants to proceed with a combination.

Exceptions :

1. If the player runs out of time to roll the dice or select a combination of dice values, the system automatically rolls the dice and selects the best combination of dice values for the player.

Special Requirements:

1. Sizes of text fonts must be easily readable by every player.

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

Open issues:

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