Use-Case: Flip and Rotate

Primary Actor: Player

Stakeholders and Intersts:
Player: Player flip and rotate the place so they can place the piece to the proper place on the gameboard.

Developer: Developers wants to make sure the player can flip and rotate and pieces without any difficulty and do adequate testing for the function occassionally

Preconditions: game is already running. Players can see all the pieces on the gameboard and can select them .

Postconditions: player would be able to flip and rotate the pieces as they want and can place them to desired place on the gameboard.

Main Success Scenario:
1. system displays the turn for a specific player

2. Player automatically gets a piece from the system to place on the board

3. Player flips or rotate the piece clockwise or anti-clockwise according to his need [Alt1: doesn't change the state]

4. player drag and place the piece so it touches the previous piece diagonally suc that the player won't blocked by another player.

5. plater comfirm the placement of the piece. [Alt2: different piece]

Alternative Flows:
Alt1: doesn't chaneg the state

1. If the player doesn't need to flip or rotate the piece, he uses the piece as it's diplayed on the board.

Alt2: different piece

1. If the current pience cannot be placed anywehre, player can undo the step and Take a differene piece to try with

Exceptions:

If the board is already full with piece and no space left for a new piece, player cannot choose a new piece to place on the board.

Special Requirements:

Java swing needs to be used for creating interface of the pieces and the gameboard.