

Move A Barricade:

Primary Actor: Player/User(human)

Stakeholder and Interests:

Stakeholder	Interests
Players	The player can move a barricade. The player can choose the final position of the barricade.
Developers	The developer wants this specific component (move a barricade) to start efficiently. The developer can fix any problem with this option when reported.

Preconditions:

- The game is initialized or loaded.
- The player can move the pawn to the chosen barricade.
- The chosen location is not occupied by a barricade or pawn.

Success Guarantee (Post-Conditions):

- When a barricade is landed on, the spaces in which a barricade is legally able to move is highlighted.
- The barricade is finally moved to the chosen spot by the player.

Success Scenario:

1. The player lands on the barricade.
2. The system highlights the legal positions.
3. The system allows the user to move the barricade to the legal position.
4. The player selects the position to move the barricade.
5. The player moves the barricade to the legal position. [Alt 1: The player moves the barricade to an illegal position.]
6. The system recognizes the move.
7. The game moves onto the next turn.

Alternative Flows:

Alt 1: The player moves the barricade to the illegal position.

1. The system will display an error message.
2. The flow resumes to Step 2.

Exceptions:

- If at any time the game is unable to move the barricade, the system informs the player of the failure and it displays the developer's email address to report the issue.

Special Requirements:

- The colors and sizes of objects used will be able to provide for the most common category of color blindness.

- Failure in changing any of the game set up will be displayed with the developer's email address in order to report the issue.