

Player taking a turn

Primary actor: Player

Stakeholder	Interests
Player	The player wants to see it's their turn. The player must be able to move their pawn.
Developers	The developer wants the game to recognize who's turn it is. The developer should be able to modify the game if there are any errors.

Preconditions:

1. A game has been started
2. The player details have been set
3. The difficulty for computer opponents is assigned
4. Malefiez Board is displayed.

Postconditions:

1. The turn order is generated.
2. Player rolls the dice
3. Player moves their pawn to a legal position
4. Next player taking turn according to the turn order

Main success scenario:

1. The system generates a turn order for all the players
2. Player is prompted to roll the dice
3. The system reads the number that was rolled
4. Player makes a move [Alt1: Player can't move the number they rolled]
5. System recognizes the move as a legal move [Alt2: The move is not legal]
6. Next player is prompted to roll the dice according to the turn order [Alt3: The winner is decided]

Alternative flows:

Alt1: User can't move piece as many steps as rolled due to a barricade

1. Player will not be able to make this move and forfeit their turn
2. Flow resumes at Main scenario step 6

Alt2: The move is not legal

1. The player is told the move is illegal and prompted to make another move
2. Flow resumes at Main scenario step 4

Alt3: The final move is made, and winner is decided

1. The game is over