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Group 4

Player taking a turn

Primary actor: Player

Stakeholders and interests:
1. Player: want to start the game by taking the first turn or take his turn once the opponent has taken one
2. Opponent: player 2 who is taking turns in the game

Preconditions:
1. Game must be started
2. One of the players has to be human
3. Must be players turn

Basic:
1. Player will roll the die and move spaces according to number rolled
2. Player can't move passed a barricade
3. Next player's turn

Better:
1. Player presses new game button
2. Option is given to add other players to the game
3. Each player will get a chance to pick what colour they want to play as
4. Player presses start game
5. Player rolls die and moves his piece according to number rolled

Main success scenario:
1. Player starts a new game by pressing new game button
2. Human or AI opponent is chosen
3. Each player chooses colour
4. The system chooses which player goes first
5. Player 1is prompted to roll dice by pressing the roll dice button
6. The system reads the number that was rolled and moves player 1's piece the number of steps rolled
7. The system makes sure the players piece moved the amount the dice displayed
8. System recognizes it's the next players turn
9. Player 2 rolls dice
10. System reads the number that was rolled, and the players piece moves the number of steps rolled

Alternative flows:

Alt1: User declines to roll the dice
1. The game will not start
2. Flow resumes at main scenario step 5

Alt2: User can't move piece as many steps as rolled
1. Player will not be able to make this move and forfeit his turn
2. Flow resumes at Main scenario step 8