

Player taking a turn

Primary actor: Player

Stakeholder	Interests
Player	Wants to see it's their turn. Must be able to move their pawn.
Developers	The developer wants the game to recognize who's turn it is

Preconditions:

1. The program is started
2. A game has been started
3. Must be players turn
- 4.

Main success scenario:

1. Player 1 is prompted to roll the dice [Alt1: Player refuses to roll the dice]
2. The system reads the number that was rolled and moves player 1's piece the number of steps rolled
3. The system makes sure the players piece moved the amount the dice displayed
4. System recognizes it's the next players turn
5. Player 2 is prompted to roll the dice
6. 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/her turn
2. Flow resumes at Main scenario step 5