# 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 Al opponent is chosen
- 3. Each player chooses colour
- 4. The system chooses which player goes first
- 5. Player 1 is 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