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**Capture a Pawn**  
**Use case description**

**Primary Actor:** Player

Stakeholder	Interests
Players	The Player wants to Capture their opponent's pawn after rolling the dice. The Player wants to place their pawn on the given spot they just captured.
Developers	The developer wants this specific component (capture a pawn) to work efficiently without any error. The developer can fix any problem with this option when reported by the Player.

**Preconditions:**

1. The game is initialized or loaded.
2. The type of player is set.
3. The difficulty for computer opponents is assigned/edited.
4. The turn order is generated.
5. Malefiz Board is displayed.
6. Player has rolled the dice.
7. Player is prompted to select the pawn they want to move.

**Success Guarantee (Postconditions):**

1. The player is able to move their pawn to a position that is already occupied by an opponent's pawn.
2. The System identifies the move as a legal move.
3. The Player takes over the position of that pawn they just captured.
4. The opponent's captured pawn is moved back to the starting position.

**Main Success Scenario:**

1. The System highlights the legal position/(s) the Players pawn is allowed to move to. [Alt 1: There are no legal moves ]
2. The Player chooses a position that is already occupied by an opponent's pawn, and captures their pawn. [Alt 2: Player chooses a different position]
3. The System allows the Player to move their pawn to the indicated position.
4. The System moves the captured pawn to the starting position.
5. The Player successfully moves the pawn.
6. The Player is finished with their turn.

**Alternative Flows:**

*Alt 1:* There are no legal moves

1. The player has no legal possible positions to move their pawn.
2. The flow resumes at step 6.

*Alt 2:* The Player chooses a different position

1. The player chose to either land on a barricade or on an empty legal position.
2. The system allows the move.
3. The flow resumes at step 5.

**Exceptions:**

1. If at any time the player is unable to move their pawn to a previously occupied position or capture the opponent's pawn, the system will inform them that the change is not possible and it displays the developer's email address to report the issue.

**Special Requirements:**

1. Failure in moving a pawn to a legal indicated position will be displayed with the developer's email address in order to report the issue.
2. The colors and sizes of objects used will be able to provide for the most common category of color blindness.