Nima Pishva

**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