

## **Use Case : Take A Turn**

**Primary Actor:** Player

### **Stakeholders and Interests:**

- *Player:* Wants to add the domino selected in the previous round/setup to their kingdom and select a new domino for the next round

### **Preconditions:**

- The playing order for the round has been decided by selecting a domino in the previous round or in the initial setup.

### **Success Guarantee (Postconditions):**

- Each player has added the domino selected in the previous round to their kingdom, has selected a new domino for the next round and the playing order for the next round has been decided.

### **Main Success Scenario:**

1. The system checks if there are dominoes left in the deck before commencing the round.  
[Alternate 1: No dominoes left in the deck].
2. The systems check for the number of players in the current game.
3. The system decides on number of dominoes to be included in the new set according to the number of players.
4. The system randomly selects a new set of dominoes and orders them in ascending order with the terrain side facing down.
5. The system flips the dominoes and shows the terrain side.
6. The first player in the rank order adds the domino claimed in the previous round to their kingdom by selecting a spot for it from the available spots.
7. The system verifies the spot chosen is suitable as per the terrain rules.[ Alternate 2: The chosen spot is not suitable]
8. The system places the domino in the kingdom.
9. The player claims a domino for the next round by selecting from the set of dominoes selected by the system in Step 4. [Alternate 3: It is the last round]
10. The system verifies whether the domino has been claimed by any other player. [ Alternate 4: Domino has already been claimed.]
11. The system records the domino selected by the player.
12. The system repeats steps 6 to 11 for rest of the players turn by turn according to as per the rank order.
13. The system moves to the next round or to the end of the game. [Use Case Ends]

## **Alternative Flows:**

*Alternative 1: No dominoes left in the deck.*

1. The system informs the players that this is the last round of the game.
2. Flow resumes at main success step 6.

*Alternative 2: The chosen spot is not suitable*

1. The system checks if a suitable spot is available for the domino.
2. The system informs the user that the selected spot is not suitable.
3. If a suitable spot is available, then the flow resumes at main success step 6 otherwise the flow resumes at main success step 9.

*Alternative 3: It is the last round*

1. Flow resumes at main success scenario step 12.

*Alternative 4: The domino has already been selected.*

1. The system informs the user that they need to select a different domino.
2. Flow resumes at main success scenario step 9.

## **Exceptions:**

- None

## **Special Requirements:**

- No specific special requirements for this use case.

## **Open Issues:**

- Will all the kingdoms be visible at all times during the round or only the kingdom of the player who is currently taking their turn?