

Use Case: Select next round tiles

Primary actor: Player

Stakeholders and interest:

- Player – wants to select new domino for the next round.

Precondition- the order of the round has been decided by selecting the domino in the previous round or initial setup. There are unused dominoes in deck.

Postcondition- Each player has claimed the domino for the round and turns for next round is being decided.

Main success scenario:

- 1) The system checks if there are domino left in deck before commencing a round.
- 2) The system chooses the set of next round dominoes from the deck unused domino.
- 3) The system removes the set of selected dominoes from desk
- 4) The system makes dominoes in ascending order.
- 5) The system provides user with the list of dominoes.
- 6) The system checks the rank order of players from the previous round.
- 7) The system uses a rank order and provides user opportunity to select the dominoes according to that order.
- 8) The user (player who's turn it is) selects the domino.
- 9) The system records the domino selected.
- 10) The system gives users the opportunity to confirm the selected domino.
- 11) The user confirms. [ALT 1: User Declines]
- 12) The system records the player has taken turn in selecting domino.
- 13) The system records the rank order of player for the next round based on domino selected.
- 14) The system repeats step 5 to 11 for all players.
- 15) The system checks the domino remaining in set of current round domino, if no [use case end].

Alternative flow:

Alt 1: user declines

- 1) Flow continues from step 7 of main success scenario.

Exceptions: NIL