

Programming III – Use Case Narrative
Josiah Railton – 2.22.23

Display Board (UpdateBoard) Use Case:

Associated requirements	There must be a game to display, or an empty board
Actors	Computer display
Goal/Purpose/Description	Display a graphical representation of a Reversi board and any pieces on the board accurately.
Assumptions and Preconditions	Board is a square of possible piece placements Only two colors, one for each player Board includes buttons to press for moves
Triggers	Start of a game Next turn / Move was just made
Interaction/Flow of Events	<p>If the game is just starting:</p> <ul style="list-style-type: none"> - Display the empty buttons of the board - Change the icons of the four starting positions to the corresponding colors - For each cell in the table <ul style="list-style-type: none"> o If it is a valid move location for starting player, then add a possible move indicator o Else: disable the button <p>If it is the next turn:</p> <ul style="list-style-type: none"> - Change the button to indicate which piece was just played - Reset any possible move indicators on empty pieces - Add possible move indicators for the next player and enable the buttons - Disable all empty buttons
Optional Interactions/Alternative Flow of Events	<p>If the game is over:</p> <ul style="list-style-type: none"> - All the buttons should be disabled anyways.
Termination	Any cell on the board is updated as needed, and the board is current and ready for the player to make a move.
End Conditions	Considering this is just the GUI displaying the information, there aren't really any end conditions, but it is ready for the game to be over or the next player to make a move.
Post Conditions	Board is displayed and legal, and either has no possible moves left, or has the possible moves and buttons enabled for the next turn