

Clue: Use Cases Assignment

The tables below contain an analysis of the four use cases required for a game of Clue.

Use Case Name	Start the Game
<b>Description</b>	The player would like to start a new game
<b>Pre-conditions</b>	Must have a player
<b>Standard Flow</b>	Starts the program
	Player selects New Game
	Player selects character
<b>Alternate Flow</b>	Starts the program
	Player selects Saved Game
<b>Post Conditions</b>	Game is ready to start

Use Case Name	Player Takes a Turn
<b>Description</b>	It's the player's turn to take a move
<b>Pre-conditions</b>	It's the player's turn, the game is not over
<b>Standard Flow</b>	Player hits the "Roll Dice" Button
	They are shown where they can move, and select a position
	Turn is over
<b>Alternate Flow 1</b>	Player hits the "Roll Dice" Button
	They are shown where they can move, and select a position
	If they are in a room, Player Makes a Suggestion
<b>Alternate Flow 2</b>	Player makes an Accusation
<b>Post Conditions</b>	Player has moved, their turn is over

Use Case Name	Player Makes a Suggestion
<b>Description</b>	Player guesses who did it
<b>Pre Conditions</b>	Player must be in a room
<b>Standard Flow</b>	Player identifies the character they are guessing
	Said character is moved to that room
	Player identifies the weapon they believe was used
	Player is then (hopefully) disproven by one of the others
<b>Post Condition</b>	Ends player's turn, player has more information now

Use Case Name	Player Makes an Accusation
<b>Description</b>	Player accuses a specific player of a crime, is told yes or no without details
<b>Pre Conditions</b>	Must be the player's turn
<b>Standard Flow</b>	Player states the character, weapon, and room combination they believe is the answer
	If they are correct, the game is over and they are declared winner
	Otherwise, the game continues
<b>Post Conditions</b>	The game could be over
<b>Open Issues</b>	Can the player roll the dice after making an incorrect accusation