Team Project

Part 1

Use Case Diagram

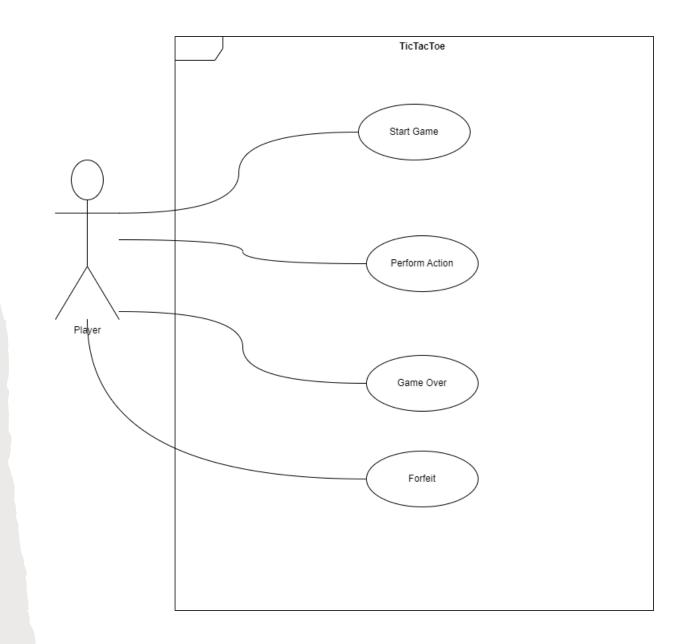
TicTacToe

Start Game

Perform Action

Game Over

Forfeit

Player

Use Case: Start Game

- **Steps**

ACTOR ACTIONS	SYSTEM RESPONSES
1. The player specifies the number of minutes allotted to timer.	2. Record the minutes entered by the player.
3. The player specifies the number of seconds allotted to timer.	4. Record the seconds entered by the player.
5. The player presses the start button.	6. a. Start the timer based on configuration set by user.
	6. b. Display the Game Screen.

Use Case: Perform Action

- **Steps**

ACTOR ACTIONS	SYSTEM RESPONSES
1. The player presses one of the empty grids.	2a. The system records either "X" or "O" depending on the turn.
	2b. The system checks the Game Status to determine if a winning condition is met.
	2c. The system stops counting down the timer associated with symbol pressed.

Use Case: Forfeit

- **Steps**

ACTOR ACTIONS	SYSTEM RESPONSES
1. The player presses the forfeit button.	2. The system displays the game over dialog.

Use Case: Game Over

- **Steps**

ACTOR ACTIONS	SYSTEM RESPONSES
1. The Player presses the "Back to Menu" option	2a. The system resets the game status.
	2b. The system displays the start menu.
Alternative Flow	
1. The Player presses the "Close" option.	2. The system closes the game.