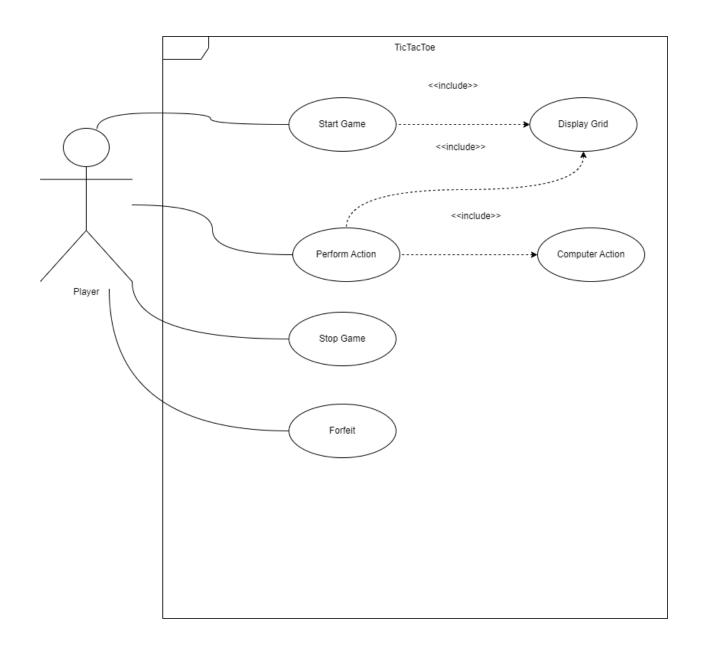
Team Project

Use Case Diagram



Use Case: Start Game

• Steps

Actor Actions	System Responses
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 specifies the number of columns of the game grid to be displayed.	6. Record the column number entered by the player.
7. The player specifies the number of rows of the game grid to be displayed.	8. Record the rows number entered by the player.
9. The player specifies the number of matches that lead to a win.	10. Record the number of symbol matches that lead to a win.
11. The player checks checkbox for a two-player game, or the game defaults to single player with a computer game.	12. Record the option entered by user.
13. The player specifies whether X, or O will be the first to make a move.	14. Record the option entered by user.
15. The player presses the start button.	16. A. Start the timer based on the configuration set by user.
	16. B. Display the game grid with specifications set by the user.

Use Case: Perform Action

• Steps

Main Flow

Ac	tor 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.

Alternative Flow

Actor Actions	System Responses
	1a. The system records either "X" or "O" depending on the turn.
	1b. The system checks the Game Status to determine if a winning condition is met.
	1c. The system stops counting down the timer associated with symbol pressed.

Use Case: Forfeit

• Steps

A	ctor Actions	System Responses
1.	The player presses the forfeit button.	2.b. The system displays the game over dialog.

Use Case: Stop Game

Steps

Main Flow

Actor Actions	System Responses
1. The player presses the "Back to Menu" option	2.a. The system resets the game status.
	2. b. The system displays the start menu.

Alternative Flow

Actor Actions	System Responses
1. The player presses the "Close" option.	2. The system closes the game.

Use Case: Computer Action (inclusion)

• Steps

Actor Actions	System Responses
1. If the player has chosen single player game.	2. The system randomly generates places a mark on the game grid.

Use Case: Display Grid (inclusion)

Actor Actions	System Responses
The user presses "Start Game".	1.a. The system generates a grid layout based on grid specifications entered by user.
	1.b. The system displays two countdown timers one for each player based on the specifications set by user.
	1.c. The system displays the turn of first player.
	1.d. The system displays the "Forfeit Button".