**Project: Conquer Ric**

**Project Team: c2t2m**

**Use Case: Move Button**

**Description:**  Move button is a button on Board where the game takes action. When

pressed performs the movement.

**Primary Actor**

Player

**Secondary Actor(s)**

None

**Trigger**

Left mouse click

**Pre-Condition**

- Must be players turn

- Hero is selected

- New position has to be selected in the highlighted range

**Post-Condition**

It has performed the move.

**Main Sequence**

- Players turn

- hero is selected

- new position where to move is selected in the hero’s scope of movement

- move button is pressed

**Alternative Sequence(s)**

- Players turn

- hero is selected

- new position where to move is selected in the hero’s scope of movement

- attach button is pressed but no performed

- move button is pressed

**Exceptions**

none

**Author**: Thomas Zangari

**Date**: 5/3/2015

**Edit History**

|  |  |  |
| --- | --- | --- |
| **Date** | **Author** | **Description** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |