

Take a Turn

Primary Actor: Player.

Stakeholders and Interests:

(Stakeholder - Interests)

Player - Wants to make a move on their turn. Wants to observe the state of the board. Wants the state of the board to be easy to follow.

Parent - Wants to show child players how to play the game.

Preconditions: The system informs the player that it is their turn.

Postconditions: Player's turn has ended. It is now a different player's turn or a computer's turn.

Main Success Scenario:

1. The system provides the user with the options to interact with the board, save the game, or quit the game [use case ends].
2. The user selects a piece or stack of their color to move [Alt 1 - the user selects a piece or stack that is not their color] [Alt 2 - the user plays a piece from reserve] [Alt 3 - the user attempts to play a piece from reserve but has an empty reserve] [Alt 4 - the user saves the game].
3. The system indicates that the piece or stack has been selected.
4. The user chooses where to move the piece or stack [Alt 5 - the user attempts to make an illegal move] [Alt 6 - The user unselects the piece or stack].
5. The system alters the state of the board, captured pieces, and reserve pieces, accordingly [Alt 7 - the user's move causes them to win the game].
6. The system indicates that it is now a different user's turn or a computer's turn [use case ends].

Alternative Flows:

Alt 1 - the user selects a piece or stack that is not their color

1. The assumption is made that the user did not intend to do this and the system does nothing.
2. Flow resumes at Main Success Scenario step 2.

Alt 2 - the user plays a piece from reserve

1. Flow resumes at Main Success Scenario step 5.

Alt 3 - the user attempts to play a piece from reserve but has an empty reserve.

1. The system informs the user that their reserve is empty.
2. Flow resumes at Main Success Scenario step 2.

Alt 4 - the user saves the game

1. The system saves the game.
2. The system informs the user that the game has been saved.
3. Flow resumes at Main Success Scenario step 2.

Alt 5 - the user attempts to make an illegal move

1. The assumption is made that the user did not intend to do this and the system does nothing.
2. Flow resumes at Main Success Scenario step 4.

Alt 6 - The user unselects the piece or stack

1. The system indicates that no piece or stack is selected.
2. Flow resumes at Main Success Scenario step 2.

Alt 7 - the user's move causes them to win the game

1. The system informs the user of their victory [use case ends].

Exceptions: If there is not enough storage space to save the game then the system will inform the user of this error.

Special Requirements: The game must cater for users with colour vision deficiency.

Open Issues: How will the system save the game? Will the system require further interaction from the user after selecting the option to save?