For this project we decided to start by planning the design of the final product we wanted to achieve by using different tools of project development so that these could be of aid during the development process.
In this document is an illustration of the Use Case Diagram we have used. To create this, we first talked about what we wanted to create and our goals, then from the notes was able to create the below User Case Diagram.
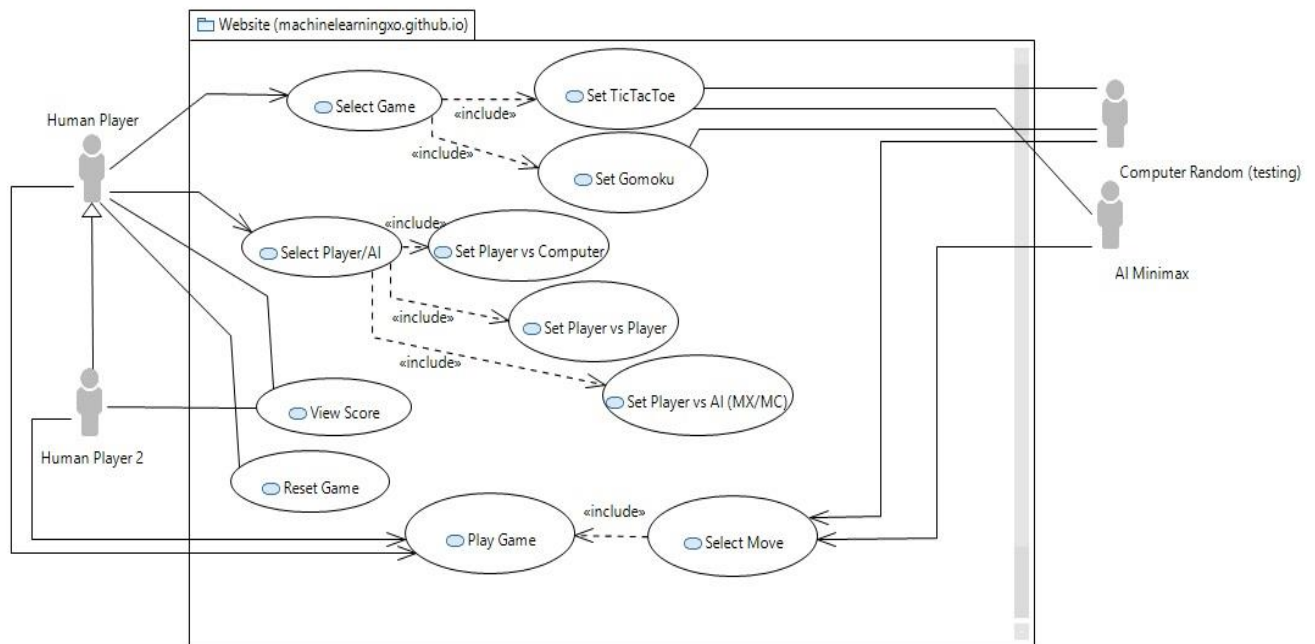
Below are descriptions of some of the main interactions in the model.

User-System Interaction:

Ref.	Action	Log
1	User access website	Browser loads script
2	Player selects game	System loads correct script
3	User selects Player/AI	System loads correct script
4	User/s play game	AI loads user input and returns move
5	User resets game	System loads default settings
6	User/AI wins' game	System updates Score

Reflection
The user case shown above is the model we started with, but looking at the final product we have created some changes were made but the main structure was retained.
Examples of the changes made can be seen the absence of the "Computer Random", this because once the Minimax algorithm was implemented there was no reason to have this remain.
Another change can be noticed in the "Select Player/AI" case, this because on the website there are two boards, one for Player Vs Player games both in Gomoku and Tic-Tac-Toe, and the second board in which the Minimax Algorithm is implemented making it a Player Vs AI game.