

## **Primary Actors**

- The User/Player(s)

## **Stakeholders & Interests**

- Instructor Mark Hatcher
- Teaching Assistant Mushfiqus Salehin
- Other groups

## **Preconditions**

- A game is in progress
- It is the current players turn

## **Postconditions**

- The player is allowed to place a stone if there are any eligible squares
- The turn is passed, or the game ends

## **Special Requirements**

- The system must ensure fairness in random dice value generation

## **Main Success Scenario : Roll a Dice**

1. The system provides the player with an option to roll the dice.
2. The player elects to roll all 6 dice.
3. The system generates a random value between 1 and 6 for each dice.
4. The system displays the value of each die.
5. The system checks the values of all 6 dice and determines if they form a valid combination.
6. The system prompts the player with the opportunity to confirm their roll.
7. The player elects to confirm their roll {alt 1: The player elects to reroll dice}
8. The system displays the final values of all 6 dice and confirms the roll.

## **Alt 1: The player elects to reroll dice**

1. The system checks if player has any rerolls left [Alt 2: Player has no rerolls left]
2. The system prompts the player to choose which dice they want to reroll
3. The player selects any dice that they wish to reroll.

4. The system generates and displays random values for the dice that were rerolled.
5. The system updates the number of rerolls left.
6. Flow resumes at main success scenario 5

**Alt 2 : The player has no rerolls left**

1. The system informs player that they have no rerolls available
2. Flow resumes at main success scenario 5