Flow of Events Document

1. Starting a new game

1.1 Preconditions:

The game currently isn’t started or it is and the player wants to restart the game.

1.2 Main Flow:

This use case begins when the player goes into the game menu and clicks the new game button. The system creates a new instance of the game which builds foundation and tableau slots and occupies the tableau slots with cards. There will be 4 kings drawn first and placed on random empty tableau slots, and the rest of the cards will be placed on the tableau slots until there are four in each. The system then adds this current slot state to memory to be used for later if the player decides to undo a move. The system then decides where these cards/slots need to be placed/drawn on screen and gives each card/slot a position value. Finally, the system displays the game state to the screen by drawing cards/slots to their location defined by their position values.

The game timer is reset and started.

The move counter is reset and started.

2.0 Selecting a card

2.1 Preconditions:

The game has been started and drawn to the screen.

2.2 Main Flow:

The use case begins when the player clicks the game screen. The input is received in the form of (x,y) coordinates (the position of the click on the screen.) The system then processes this position to see if it is within the boundaries of a card. If it is then the system checks further to see if the card clicked on is on top of a slot. If this check passes then the system “selects” the card and holds it for the next card/slot to be selected for a potential move.

The system displays that the card has been selected by highlighting it with a red border.

2.3 Alternate Flow:

The checks above fail and nothing is selected and nothing is highlighted. The player can attempt to select another card or slot.

3.0 Selecting a slot

3.1 Preconditions:

The game has been started and drawn to the screen. One card has already been selected.

3.2 Main Flow:

The use case begins when the player clicks on the game screen. The system receives the

input in the form of (x,y) coordinates and processes those coordinates to see if it is in the boundary of a slot. It then checks to see if it is an empty slot and that its type is foundation. If so it is “selected”.