**CS 471: Software Engineering**

**Fall 2017**

**Homework 2 – Use Cases**

Due date Section 002: Wednesday, September 27, 2017 (before the beginning of the class)

Due date Section 003: Friday, September 29, 2017 (before the beginning of the class)

# Brief Description

This homework provides you a chance to practice writing Use Cases, which in turn will help you write better User Stories.

You need to **write a single Use Case for the Tic-Tac-Toe game**, when **one of the Players in a multi-player game makes a move in Tic-Tac-Toe.**

You will need to write Alternate Sequences to handle the exceptions to the Main Sequence (e.g. This Player wins). Be sure to be **very thorough**, describing exactly what the Player does and how the game responds to that interaction. Most points are lost for lack-of-detail. Please remember that, unlike User Stories (which describes a user’s need), a Use Case describes how an actor (user) interacts with the software system.

The complete rules for Tic-Tac-Toe appear at, <https://en.wikipedia.org/wiki/Tic-tac-toe>. Do not consider "variations" of the basic game.

# Use Case Format

There are many approaches to writing Use Cases (entire books have been written on the subject). However, we will keep things simple and you will use the template described in the lecture, and not the one described in the textbook.

You will need the following sections for your Use Case:

* **Name**:
* **Description**:
  + Use “One player in a multi-player game makes a move” for example
* **Actors**:
* **Preconditions**:
* **Main Sequence** (informally, the "Happy Path")
* **Alternate Sequences**

# Submission

Submit your Use Case as a PDF file via [Blackboard](http://blackboard.boisestate.edu/) (see HW2UseCases assignment).

# Grading Rubric

The maximum points for this homework representing 3% of the final grade is 100, and the points are distributed as follows:

|  |  |
| --- | --- |
| **Item** | **Points** |
| Identified correct actors | 10 |
| Correct preconditions | 10 |
| Main sequence and alternate sequences | 80 |