

# Use Case UC2: Perform an Extra Jump

**Primary Actor:** The current player

## **Stakeholders and Interests:**

- Current Player: Wants to be able to use the “Extra Jump” Action Card to be able to perform two jumps with one frog in the same turn
- Other Players: Wants the move to be legal and wants play to be properly passed to the next player after the turn is completed

## **Preconditions:**

- A game is currently active
- The current player has chosen to use the “Extra Jump” Action Card
- The current player’s “Extra Jump” Action Card has not been used yet this game

## **Postconditions:**

- The current player’s “Extra Jump” card is flagged as used
- Play is passed to the next player (as dictated by the turn order), or the game ends if the completed move caused the previous player to win

## **Main Success Scenario:**

- 1: The current player selects the “Extra Jump” Action Card to use
- 2: The game verifies that the current player’s Extra Jump Action Card has not been used before this game
- 3: The player selects a frog to perform both jumps
- 4: The player selects a lilypad for the frog to jump to first
- 5: The game board is updated to reflect the first jump
- 6: The player selects a Lilypad for the frog to jump to second
- 7: The game board is updated to reflect the second jump

8: The game flags the current player's "Extra Jump" Action Card as used

9: The current player's turn is considered complete and the turn order is updated

Extensions:

1-6a: The player deselects the "Extra Jump" Action Card

1: The game board is reverted back to the state it was in before the card was selected

2: The player is allowed to select a different action

2a: The "Extra Jump" Action Card is already flagged as used

1: The card is not activated and the player is informed that they have already used this card

2: The player is allowed to select a different action

4a: The new selected lilypad and current lilypad do not have a bridge

1: The game does not process the jump

2: The game informs the player that their move is illegal as there is no bridge to use

3: The player is allowed to choose a different lilypad to move to

4b: The lilypad already has a frog on it

1: The game does not process the jump

2: The game informs the player that the move is illegal as the first jump of the "Extra Jump" card must be to an open lilypad

3: The player is allowed to select a different lilypad

4c: The first jump places the frog on an opponent's home leaf

0a: The frog was the current player's final frog not also in an opponent's home leaf

1: The game ends and the current player is shown as the winner

1: The frog becomes unselectable for future moves

2: The bridge to the home leaf is not removed

3: The player is not allowed to make the second jump with a different frog

4: The player's "Extra Jump" Action Card is flagged as used and the player's turn ends

6a: The new selected lilypad and current lilypad do not have a bridge

1: Refer to extension 4a

6b: The lilypad already has a frog on it

1: The player is given the ability to move to another lilypad adjacent to the tile the two frogs are sharing

1a: The new selected lilypad and current lilypad do not have a bridge

1: Refer to extension 4a

1b: The lilypad also already contains a frog

1: Repeat extension 6b until the frog lands on an open lilypad

6c: The second jump places the frog on an opponent's home leaf

0a: The frog was the current player's final frog not also in an opponent's home leaf

1: The game ends and the current player is shown as the winner

1: The frog becomes un-selectable for future moves

2: The bridge to the home leaf is not removed

3: The player's "Extra Jump" Action Card is flagged as used and the player's turn ends

### **Special Requirements:**

- A computer mouse is required for most game inputs

### **Technology and Data Variations:**

- None