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| Use Case 6 | Skip Turn | |
| Goal in Context | Player Skips turn | |
| Scope & Level | Company, Summary | |
| Precondition 1 | Player skips turn because they are unable to place letters on the game board. | |
| Success End Condition | Player receives new random letters. Or Player keeps current letters, doest Make a move and skips turn. | |
| Failed End condition | Player doesn't make it clear whether they wish to keep or swap letters before skipping turn. | |
| Primary,  Secondary  Actors | Player  Server, Client | |
| Trigger | The Server gives the Player a choice of two options. | |
| Description | Step | Action |
|  | 1 | Player examines state of board |
|  | 2 | Player decides to skip turn |
|  | 3 | Player puts their current letters into the letter bag and randomly chooses seven new ones. |
| Extension 1 | Step | Branching Action |
|  | 1 | Player examines state of board |
|  | 2 | Player decides to skip turn |
|  | 3 | Player must wait until their next turn to play again |
| Extention 2 | Step | Branching Action |
|  | 1 | Players wish to end Game (use case 8) |
|  | 2 | Therefore all players must skip their turn twice in a row. |
| Variations |  | Branching Action |
|  |  | Player may:  skip turn  skip turn, swap letters for new ones from letter bag  skip turn twice to end game |

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| Related Infromation | Skip Turn |
| Priority | Top |
| Performance | 1 minute |
| Frequency | Depends on player. |
| Channels to actors | Not yet Determined |
| Open Issues | None |
| Due Date | 1 |
| Superordinates |  |
| Subordinates | End Game (Use case 8) |

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| Use Case 7 | Leave Game | |
| Goal in Context | The system will allow a player to leave the game. | |
| Scope & Level | Company, Summary | |
| Preconditions | The player decides that they wish to leave the game | |
| Success End Condition | Player leaves game and the letters they have are returned to the letter bag. | |
| Failed End condition |  | |
| Primary,  Secondary  Actors | Player  Server, Client | |
| Trigger | The Server allows the player to leave. | |
| Description | Step | Action |
|  | 1 | Player needs to leave. |
|  | 2 | Player then puts letters back into the letter bag. |
|  | 3 | Player then leaves game |

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| Relaated information | 7. Leave game |
| Priority | Top |
| Performance | 1 minute |
| frequency | Depends on player |
| Channels to actors | Not yet determined |
| Open Issues | If all players leave before any player Makes Turn (use case 4), will the last remaining player win by default? |
| Due Date | Release 1.0 |
| Any other management information |  |
| Superordinates |  |
| Subordinates |  |