Scenarios:

The following scenarios (2 - 8) were recorded when the group met up after lectures to physically play a game of Scrabble.

# Begin Game

**Current System State:**

The main menu is visible on the main display screen, nothing has been selected. Each player has their phone with them.

**Scenario:**

Mikey chooses the option “Play Game” on the main display, he then joins a lobby with his phone and waits to start the game.

**Next Scenario:**

Game is ready to begin. “Choose Playing Order” scenario is started.

# Choose Playing Order

**Current System State:**

All the letters jumbled in the letter-bag.

**Scenario:**

Each player takes one letter to determine playing order. The player with the closest letter to “A”, goes first. Aidan chose the letter C, this was the lowest, he goes first. After completion, everyone puts their letter back into the bag.

**Next Scenario:**

Playing order is chosen. “Setup Game” scenario is started.

# Setup Game

**Current System State:**

Board is empty, letter-bag full.

**Scenario:**

Aidan chooses 7 letters at random from the bag, this continues through the playing order previously decided.

**Next Scenario:**

Players have their letters and are ready for the first turn. “Player Makes Turn” scenario is started.

# Player Makes Turn

**Current System State:**

There are two words on the board (jogs and moist)

**Scenario:**

Mikey placed [C E A E] on the board to make CEASE.

Words were validated after tiles were placed.

Points were totalled up for Mikey.

Mikey draws 4 letters from bag to replace the ones he played.

**Next Scenario:**

Three words are on the board (jogs, moist and cease). The scenario could lead to many other scenarios such as “Player Makes Turn” again or “Skip Turn”.

# Player Makes Wrong Turn

**Current System State:**

Several words are on the board

**Scenario:**

Oishin intended to play the word TOLL but misspelled it TOLE. The letters that he played were shown to other players. His letters were given back to him.

**Next Scenario:**

Board is in same state, Oishin goes again. “Player Makes Turn” scenario is started.

# Skip Turn

**Current System State:**

Words may potentially be on the board. Each player has their letters.

**Scenario:**

Oishin could not think of a word to place on the board. Instead he decided to trade in all of his letters in place of a turn.

**Next Scenario:**

Oishin now has different set of letters on his stand. This scenario could lead to “Player Makes Turn” for the next player.

# End game

**Current System State:**

All tiles used and Aidan is out of tiles

**Scenario:**

Everyone’s points are added up.

Reduce points of unused tiles from each player.

One player used all their tiles so their score re is increased by sum of unused tiles.

A winner is chosen (whoever has most points).

**Next Scenario:**

Game displays who won and each player’s scores, final board is displayed. This could lead to the scenario “Begin Game” to start a new game.

# Leave game

**Current System State:**

Board may have multiple words.

**Scenario:**

Eoghan needed to leave. He put his words back into the bag. Then left the game.

**Next Scenario:**

Eoghan no longer in game. More letters in the bag. This will lead to the scenario “Player Makes Turn” for the next player.