|  |  |  |
| --- | --- | --- |
| **USE CASE 2** | Choose Playing Order | |
| **Goal in Context** | Players decide the playing order so the game may start. | |
| **Scope & Level** | Primary Task | |
| **Preconditions** | Letter tiles are jumbled in the letter bag. | |
| **Success End Condition** | The game is ready to be started. | |
| **Failed End Condition** | Game cannot start. | |
| **Primary,**  **Secondary Actors** | Server, Client  Player | |
| **Trigger** | Begin game (use case 1). | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Players take one letter each from letter bag. |
|  | 2 | Server checks each player’s letter. |
|  | 3 | Player with the closest letter to A is chosen as the player to make first move (blank tile is of higher order). |
|  | 4 | Letters are returned to the letter bag. |
|  | 5 | Letter bag is shuffled. |
| **EXTENSIONS** | **Step** | **Branching Action** |
|  | 3a | Two or more players have the same current highest order letter.   * Repeat Choosing Playing Order (use case 2) |
| **VARIATIONS** |  | **Branching Action** |
|  |  | - |

|  |  |
| --- | --- |
| **RELATED INFORMATION** | 2. Choose Playing Order |
| **Priority:** | High |
| **Performance** | 15 seconds |
| **Frequency** | 1 time per game |
| **Channels to actors** | Not yet determined |
| **OPEN ISSUES** | None |
| **Due Date** | Pre 1.0 |
| **...any other**  **management**  **information...** | - |
| **Superordinates** | Begin Game (use case 1) |
| **Subordinates** | Make Turn (use case 4) |

|  |  |  |
| --- | --- | --- |
| **USE CASE 8** | End Game | |
| **Goal in Context** | Finish the game and show player results. | |
| **Scope & Level** | Primary Task | |
| **Preconditions** | Last player move has been made, playing time is over. | |
| **Success End Condition** | Player scores displayed, game is over. | |
| **Failed End Condition** | Game is prematurely over. | |
| **Primary,**  **Secondary Actors** | Server, Client  - | |
| **Trigger** | One of:   1. Player used all tiles in an accepted move and the letter bag is empty. 2. Six successive scores of zero occur, obtained from passes, successful challenges or tile exchanges. 3. If using a time clock: A digital clock is not in overtime until –0:01 is shown. | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | One of the triggers occurs. |
|  | 2 | Server calculates all players’ scores. |
|  | 3 | Player scores are displayed. |
|  | 4 | Winner announced. |
| **EXTENSIONS** | **Step** | **Branching Action** |
|  | 4a | Players with equal scores.   * Game is a tie. |
| **VARIATIONS** |  | **Branching Action** |
|  |  | - |

|  |  |
| --- | --- |
| **RELATED INFORMATION** | 8. End Game |
| **Priority:** | High |
| **Performance** | 30 seconds |
| **Frequency** | 1 time per game |
| **Channels to actors** | Not yet determined |
| **OPEN ISSUES** | None |
| **Due Date** | Pre 1.0 |
| **...any other**  **management**  **information...** | - |
| **Superordinates** | - |
| **Subordinates** | - |