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| **USE CASE 3** | Setup Game | |
| **Goal in Context** | 7 letters are given at random to each player. | |
| **Scope & Level** | Company, Summary | |
| **Preconditions** | Board is empty, players are waiting for their initial letters. | |
| **Success End Condition** | Each player receives 7 randomly chosen letters. | |
| **Failed End Condition** | Player/Players do not receive 7 letters. | |
| **Primary,**  **Secondary Actors** | Player  Server, Client | |
| **Trigger** | All players are in ready state to receive 7 random letters after playing order is chosen. (Use case 2) | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Server selects 7 random (this can be vary) letters for each player. |
|  | 2 | Player receives letters. |
|  | 3 | Player examines letters. |
|  | 4 | Players may rearrange their letters on their stand. |
|  | 5 | Player get ready for turns (Use case 4) |
| **EXTENSIONS** | **Step** | **Branching Action** |
|  | 4a | Player does not rearrange their letters  4a1. Letters stay the same on their stand. |
| **VARIATIONS** |  | **Branching Action** |
|  |  |  |

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| **RELATED INFORMATION** | 4. Setup Game |
| **Priority:** | top |
| **Performance** | < 1 minute |
| **Frequency** | Once per game |
| **Channels to actors** | Not yet determined |
| **OPEN ISSUES** |  |
| **Due Date** | Release 1.0 |
| **...any other**  **management**  **information...** |  |
| **Superordinates** |  |
| **Subordinates** | All cases from 4-8 |