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| **USE CASE 4** | Make Turn | |
| **Goal in Context** | Player makes turn to advance the game and tries to win. | |
| **Scope & Level** | Company, Summary | |
| **Preconditions** | The game board is set up and the game is ready to be played | |
| **Success End Condition** | Player makes turn, gains points, the board returns to a ready state. | |
| **Failed End Condition** | Player does not take a turn in any form. | |
| **Primary,**  **Secondary Actors** | Player  Server, Client | |
| **Trigger** | The Server works out playing order (use case 2) and it is a players turn. | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Player examines state of board |
|  | 2 | Player places letters adjacent to existing tiles to form a word. |
|  | 3 | Server validates word(s) |
|  | 4 | Player is awarded points. |
|  | 5 | Player takes new letters from letterbag to replace letters used |

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| **EXTENSIONS** | **Step** | **Branching Action** |
|  | 2a | Player cannot form word  2a1. Player Skips Turn (use case 6) |
|  | 3a | Server cannot validate word  3a1. Player Makes Wrong Turn (use case 5) |
|  | 5a | No letters left in letter bag  5a1. End Game (use case 8) |
| **VARIATIONS** |  | **Branching Action** |
|  | 2 | Player may  place valid word  place invalid word  skip turn |

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| **RELATED INFORMATION** | 4. Make Turn |
| **Priority:** | top |
| **Performance** | 1 minute |
| **Frequency** | 15-20 per player |
| **Channels to actors** | Not yet determined |
| **OPEN ISSUES** | What if word is valid but is not in our dictionary? |
| **Due Date** | Release 1.0 |
| **...any other**  **management**  **information...** |  |
| **Superordinates** |  |
| **Subordinates** | Player Skips Turn (use case 6)  Player Makes Wrong Turn (use case 5)  End Game (use case 8) |

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| **USE CASE 5** | Make Wrong Turn | |
| **Goal in Context** | The system handles the Player making a wrong turn. | |
| **Scope & Level** | Company, Summary | |
| **Preconditions** | The game board is set up and the game is ready to be played | |
| **Success End Condition** | Player gets another chance to make a turn. | |
| **Failed End Condition** | Player is not alerted of making a wrong turn. | |
| **Primary,**  **Secondary Actors** | Player  Server, Client | |
| **Trigger** | The Player makes a turn (use case 4). | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Player examines state of board |
|  | 2 | Player places tiles on gameboard |
|  | 3 | Server cannot validate word(s) |
|  | 4 | Player is notified |
|  | 5 | Player takes back tiles and tries again (use case 4). |

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| **EXTENSIONS** | **Step** | **Branching Action** |
|  | 5a | Player cannot form word  5a1. Player Skips Turn (use case 6) |

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| **RELATED INFORMATION** | 5. Make Wrong Turn |
| **Priority:** | top |
| **Performance** | 1 minute |
| **Frequency** | Depends on player skill level |
| **Channels to actors** | Not yet determined |
| **OPEN ISSUES** | What if word is valid but is not in our dictionary? |
| **Due Date** | Release 1.0 |
| **...any other**  **management**  **information...** |  |
| **Superordinates** | Player Makes Turn (use case 4) |
| **Subordinates** | Player Skips Turn (use case 6)  Player Makes Turn (use case 4) |