

## Scenarios for Player

### Move Robot

#### English Description

-For the player to move their robot it must be their teams turn to move and that specific robots turn to move and their robot must still be alive. If all preconditions are satisfied, then the robot moves to the clicked space.

#### -Preconditions:

- It is that teams turn to move
- It is that robots turn to move
- The robot is alive

#### -Flow of events:

- Player clicks on space they want to have their robot move to
- Robot moves to that space
- If player has not used all their movement points they may move their robot again

#### -Postcondition:

- The robot has moved to the chosen space

#### -Error condition

- If the player tries to move their robot either off the board or to a space that is out of their robot's range, an error message appears telling the player they must move their robot to a space that is in range on the board.

### Shoot Robot

#### English Description

-For the player to have their robot shoot another space it must be their teams turn to move and that specific robots turn to move, their robots must still be alive, and the space must be in range. If all preconditions are satisfied, then the player robot shoots the space which and any robot on that space is damaged.

#### -Preconditions:

- It is that teams turn to move
- It is that robots turn to move
- The robot is alive

-Flow of events:

- Player clicks on space that their robot will shoot
- All robots on that space are damaged
- If player has not used all their movement points they may move their robot again

-Postcondition

- All robots on the space shot are damaged

-Error condition

- The space the player clicks on is not in the robots range so an error message appears that tells the player they must click on a space in their robot's range

### Quit/Forfeit Game

English description

-The player at any time can decided to quit or forfeit the game. The quitting players robots are all destroyed and removed from the game. If there are only two players in the game then the other player automatically wins.

-Precondition

- The player still has robots in the game
- There are only two players in the game

-Flow of events

- The player clicks a button to quit/forfeit the match and confirms their choice
- All their robots are destroyed and removed from play

-Postconditions

- The other player wins

### Alternative Case

English description

-The player at any time can decided to quit or forfeit the game. The quitting players robots are all destroyed and removed from the game. If there are more than two players in the game, then the game continues on without the quitting player.

-Preconditions

- The player still has robots in the game
- There are more than two players in the game

-Flow of events

- The player clicks a button to quit/forfeit the match and confirms their choice
- All their robots are destroyed and removed from play

-Postconditions

- The game continues on

### End Round

English description

- If it is the players turn, their robots turn and their robot is alive. The player may end their turn by clicking the end turn button if all preconditions are met.

-Preconditions

- It is that teams turn to move
- It is that robots turn to move
- The robot is alive

-Postconditions

- The round progresses to the next player