

## Use Case #2 (Change Turn) Fully Dressed

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: switch to another player whom has access to get the piece
- IT Staff: solves the system problem

**Preconditions:**

- Player has started a game
- previous player made a legal move (put the piece into the legal position)

**Postconditions:**

- The player is able to get the piece

**Main Success Scenario:**

1. The controller determines the previous player's move is legal or not  
[Alt 1: illegal move]
2. The controller gets the next player
3. The controller determines the following move is valid or not  
[Alt 2: invalid move]
4. The player has access to get the piece

**Alternative Flows:**

- Alt 1: illegal move  
The previous move is illegal which means the previous player put the piece into the illegal position. The previous player makes the move again. Use case end.
- Alt 2: invalid move  
The player who do not have a turn makes a move. System shows "Invalid move". Use case end.

**Exception:**

- If all players are out of the game, the use case ends

**Special Requirements:**

- System should inform the player of the invalid condition.

**Open issue:**

- What if the player does not know the valid move.