

Use Case #2 (Take a Turn)

Fully Dressed

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to select an available block, take that block and place it on the board.
- Other Players: want the current player to be unable to place a block on the board.

Preconditions:

- Player turn's has been chosen

Success Guarantee (Postconditions):

- The piece moved by the player is successfully shown in location where player placed it
- Game is Over

Main Success Scenario:

1. The player requests a list of currently available blocks for use.
2. The system retrieves the list of blocks available and displays the list to the player.
[Alt1: No blocks available]
3. The player selects a block to be placed.
4. The system checks that there is valid locations for that block.
[Alt2: No available placement]
5. The player selects a location on the board for the block to be placed on.
6. The system retrieves the details for the block placement , and confirms the placement.
[Alt3: Invalid Block placement]
7. The System displays the block placement.

Alternative Flows:*Alt1: No Block available*

1. The system informs the player that no blocks are currently available for use and that the player is out of the game. Use case ends.

Alt2: No available placement

1. The system informs the player that no placements are available for that block and that the player is out of the game. Use case ends.
2. Flow resumes at Main Success Scenario Step 3.

Alt3: Invalid Block placement

1. Flow resumes at Main Success Scenario Step 5.

Exceptions:

- If all players are out of the game end use case.

Special Requirements:

- Colours and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g. colour blindness).
- Player should see the move they have made (ie does not happen too fast).

Open Issues:

- do we have a time limit for a turn?