**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 valid movement

**Postconditions**:

* The player is able to get the piece and can move the piece into the board

**Main Success Scenario**:

1. The controller determines the previous player’s movement is valid or not

[Alt 1: invalid movement]

1. The controller gets the next player
2. The controller determines the player is valid or not

[Alt 2: invalid player]

1. The player is able to get piece and is able to make movement on the game window

**Alternative Flows**:

* Alt 1: invalid movement

The previous movement is not valid, the previous player makes movement again. Use case end.

* Alt 2: invalid player

The player who do not have any piece is invalid player. This player win. Use case end.

**Exception**:

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

**Special Requirements:**

* The game interface will pop-up a small window if the movement is not valid or if the player wins the game.

**Open issue**:

* What if the player does not know the valid movement