Fully Dressed Use Case: Move a Piece on the Board

Primary Actor: Player

Stakeholders and interests:

Player – wants to move a piece on the board.

Preconditions:

The game is set up and a player wishes to make a move.

Main Success Scenario:

1) The user requests to make a move.

2) The system provides the opportunity to select the first piece to move.

3) The user selects a piece of their colour. *[Alt 1: User selects the wrong colour]*

4) The system confirms that the first piece is selected.

5) The system provides the opportunity to select the second piece.

6) The user selects the second piece.

7) The system checks the distance between the two selected pieces and checks if it is a legal move. *[Alt 2: User makes an illegal move]*

8) The system notifies the user that the move is legal.

9) The user confirms their move. *[Alt 3: User cancels their move]*

10) The system applies the move.

11) The system updates the first piece information.

12) The system updates the second piece information.

13) The system passes the turn to the next player *[Use Case Ends].*

Alternative Flows:

Alt 1: User selects the wrong colour.

- The System notifies the user that they chose the wrong colour.

- Flow resumes at Main Success Scenario 2.

Alt 2: User makes an illegal move.

- The System notifies the user that they made an illegal move.

- Flow resumes at Main Success Scenario 5

Alt 3: User cancels their move

- Flow resumes at Main Success Scenario 2.

Exceptions:

If at any time, the system is unable to move a piece, outside the domain of the game rules, the system informs the user of the problem, and the use case ends.

Open issues:

None.

Special Requirements:

Colours and sizes of text fonts used must provide – or be able to provide - for the visually impaired (e.g. colour blindness)