

Fully Dressed Use Case: Move A Piece from Reserve Pile

Primary Actor: Player

Stakeholders and Interests:

Player - wants to move a piece from the reserve pile

Preconditions:

The game is set up and the player must have at least one piece
in the reserve pile.

Main Success Scenario:

1. The user requests to move a piece from the reserve pile.
2. The system checks to see if the user has reserve pieces to move. *[Alt1- User does not have any reserve pieces]*
3. The system provides the opportunity to select the piece to be moved.
4. The user selects a piece from the reserve pile.
5. The system confirms the selection.
6. The user requests for the piece destination.
7. The system provides the opportunity to select a piece destination.
8. The user selects the piece destination.
9. The system provides the opportunity for the user to confirm their move.
10. The user confirms their move. *[Alt 2- User cancels their move]*
11. The system places the piece in the desired location.
12. The system updates the destination piece, height, and color.
13. The system decrements the reserve piece count for the user.
14. The system passes the turn to the next player. *[Use case ends]*

Success Guarantee (Postconditions):

The piece is successfully moved from the reserve pile. The user is notified and made aware that their selection was successful.

Alternative Flows:

Alt 1: User does not have any reserve pieces.

- The system notifies the user that they do not have any reserve pieces.
- *Use Case Ends.*

Alt 2: User cancels their move.

- The system notifies the user that the move has been cancelled.
- Flow resumes at Main Success Scenario 3.

Exceptions:

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

Open Issues:

There are no open issues.

Special Requirements:

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