

Fully Dressed Use Case

Set Up a Game

Primary Actor: Player

Stakeholders and Interests:

- *Player* - wants to play a new game or continue a previous game.

Preconditions:

None

Success Guarantee (Postconditions):

- The player is aware of their color.
- The game board is visible.
- The game directs which player makes a move.

Main Success Story:

1. The user requests a game session
2. The system provides the user with the opportunity to start a game.
3. The user selects to start a new game session.
4. The system provides the user the opportunity to specify the number of human players.
5. The user(s) specifies the human and computer players playing. *[Alt1: User does not specify the number of human players before starting the game]*
6. The system provides the user with the opportunity to specify the level of difficulty of the game.
7. The user selects the level of difficulty. *[Alt2: User does not specify the level of difficulty before starting the game.]*
8. The system provides the user with the opportunity to start the game.
9. The user confirms that they want to start the game.
10. The system provides the user the opportunity to play a turn. Use case end.

Alternative Scenarios:

[Alt1: User does not specify the number of human players before starting the game]

1. The system informs the user that they have not selected the number of players.
2. Flow resumes at Main success Scenario step 4.

[Alt2: User does not specify the level of difficulty before starting the game]

1. The system informs the user that they have not selected the level of difficulty.

2. Flow resumes at Main success Scenario step 6.

Exceptions:

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).

Open Issues:

None

Take a Turn

Primary Actor: Player

Stakeholders and Interests:

- *Player* - wants to play a new game or continue a previous game.

Preconditions:

- The player is aware of their color.
- The game board is visible.
- The game directs which player makes a move.

Success Guarantee (Postconditions):

- If a player is able to make a move and the game updates the game state.

Main Success Story:

1. The system provides the user(s) with information (player number and the color) about the active player.
2. The user makes their turn.
3. The systems check the validity of the user's move and update the game state. *[Alt1: The move is invalid.]*
4. The system provides the next player to play their turn. Use case ends. *[Alt2: The game is over]*

Alternative Scenarios:

[Alt1: The move is invalid.]

1. The system informs the user that their move is invalid.
2. Flow resumes at Main success Scenario step 2.

[Alt2: The game is over]

1. The system informs the users about the game state (If a user won or the game is a draw). Use case ends.

Exceptions:

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).

Open Issues:

None