

Use Cases

Select Styles

Step	User's Actions	System's Response
1.	User starts application	
2.		System prompts user to choose a style for Shape, color, and X or O from two buttons (View)
3.	User selects a style by clicking a button	(Controller)
4.		System changes to the selected style (View) (Decorator)
5.		System redirects to the board

User places a X

Step	User's Actions	System's Response
1.	The player clicks on a box on the board to place an X or O	(Controller)
2.		System displays the X or O at the location the user pressed (View)
3.		System displays the undo button (View)

User undos an action

Step	User's Actions	System's Response
1.	The player clicks on a box on the board to place an X or O	(Controller)
2.		System displays the X or O at the location the user pressed (View)

3.	The player clicks the undo button	(Controller)
4.		System removes the last placed X or O
5.		System disables the undo button

User undos an action and makes a new one

Step	User's Actions	System's Response
1.	The player clicks on a box on the board to place an X or O	(Controller)
2.		System displays the X or O at the location the user pressed
3.	The player clicks the undo button	(Controller)
4.		System removes the last placed X or O
5.		System disables the undo button
6.	The player clicks on a box on the board	(Controller)
7.		System enables the undo button

Variation #1

1.1 After step 6, user clicks undo, clicks another area, and undos again

1.2 System disables the undo button as it has a limit of 3 undos.

User wins the game

Step	User's Actions	System's Response
1.	The player places an X or O to complete a three in a row	(Controller)
2.		System displays the X or O in the selected area (View)

3.		System disables all squares (View)
4.		System displays that a user has won (View)

User Ties the game

Step	User's Actions	System's Response
1.	The player places an X or O on the last open space	(Controller)
2.		System displays the X or O in the selected area (View)
3.		System disables all squares (View)
4.		System displays that there is a tie (View)