

# **Fully Dressed Use Case Description:**

## **'Take a turn'**

**Primary Actor:** Player

### **Stakeholders and interests:**

The player needs to take a turn. The game should wait for the player to play their move before switching players. The game UI should show the currently active player and where the player needs to move. The available spaces need to be visible so the player knows when they take a turn where their next move should go to and is able to be moved to that position. When taking a turn, the available spaces should flash so the player can see the possible spaces that he or she can move to

### **Preconditions:**

- The Player had to have started the game.
- Two players have to be selected or a computer is used

### **Success Guarantee (Postconditions):**

- The player was able to move to a position and the game carries on and the opposite players turn is initiated.

### **Main Success Scenario:**

1. The system shows the user whose turn it is (Player 1 or player 2 depending on player names).
2. The user should be able to exit the game if they please to
3. Spaces that have already been taken will blank out
4. After each player turn the system should keep determining who is winning
5. The system shows the user whose turn it is
6. The user takes the turn

7. The system switches players based on who recently just took a turn
8. The system provides the user with which color they are able to choose and select
9. The system determines who the winner is when the end is reached

The system calculates what the randomised dice number would be and calculates it

### **Alternative Flows:**

*Alt1: Wants to quit the game*

1. The game window closes.

*Alt2: User continues playing*

1. The user continues playing till the end of the game or they want to save the game or quit.
2. The user continues playing until a winner is determined

*Alt3 : User changes the number of players*

1. The number of players is adjusted and the turns of each player are updated

### **Exceptions:**

- If at any time the user cannot move to that particular position . The user is notified that that position cannot be moved to

### **Special Requirements:**

- Colors of the pieces used must provide - or be able to provide - for the visually impaired (e.g., color blindness).
- The current player and any game information like turns and game winners must be clearly visible

### **Open Issues:**

How should the game update when more then the users selected player count is updated or chosen