Tic Tac Toe Use Cases

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| Use Case | Start Game |
| Actor | Player |
| Basic Flow | The player clicks on the start game button. The player enters his name as input. He then enters his mark (X or O). |
| Alternative Flow 1 | Player has already played the game once and this not his first time starting a new game. Player selects his mark (X or O) only and not his name. |
| Pre-Conditions | The game application is running. |
| Post-Conditions | New Game between two players has been started. |

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| Use Case | Make a Move |
| Actor | Player |
| Basic Flow | The player chooses a cell on board. He then clicks on it to put his selected mark (X or O) at that cell. |
| Pre-Conditions | The game has been started i.e. players have selected their marks. |
| Post-Conditions | The player has made his move. |

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| Use Case | Check Winner |
| Actor | System |
| Basic Flow | The system checks if any of the rows or columns or diagonals have same mark (X or O) in all cells at any time. The system displays that player as winner whose mark is on all cells of any row or column or diagonal and other player is as loser. |
| Alternative Flow 1 | Neither of any rows or columns or diagonals have same mark in all cells and all cells have been filled with X or O by players. The system displays the result of game as draw. |
| Pre-Conditions | The game application is running and a new game started. |
| Post-Conditions | The winner and loser or game draw has been displayed to the players. |

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| Use Case | View Statistics/Results |
| Actor | Player |
| Basic Flow | The player clicks on the Show Statistics button. The number of games played till now and number of wins by each player and number of draw games are displayed to the player. |
| Alternative Flow 1 | The player clicks the Show Statistics button and no games played yet message is displayed to the player. |
| Pre-Conditions | The game application is running. |
| Post-Conditions | The player has viewed the statistics of games played till now. |