

Checkmate

Use Case: Checkmate in Chess

Iteration: 1

Primary Actor: Chess Player 1

Goal in context: To deliver a checkmate and win the game by placing the opposing Chess Player 2 in a position where it cannot escape the attack.

Preconditions: A game of chess is ongoing.

Trigger: The player's move places the opponent's king in a position where it is in check and no legal move exists for it to escape check,

Scenario:

1. A game of chess is being played between two players
2. As the game goes by, Chess Player 1 recognizes that their opponent's king is in a position for checkmate.
3. A player moves their pieces to attack the opponent's king.
4. The king is unable to move or block the attack and no longer has any possible moves outside of accepting a capture in the next move.
5. A "checkmate" is declared by Chess Player 1.
6. The game ends with Chess Player 1 winning.

Postconditions: The opponent's king is checkmated and the player wins the game. The victory is recorded along with the captures of pieces made in the session.

Exceptions:

1. The opponent's king can escape.
2. The opponent can use another piece to block or capture the attack piece.
3. The opponent made an illegal move due to a coding error.

Priority: High, it is an end goal in the game and one way to ensure that the match concludes.

When Available: As soon as the opponent's king is in a position where no legal moves are possible to avoid check.

Frequency of Use: At most **Once** each game, but can not occur at all if draw is called.

Channel to Actor: Game GUI

Secondary Actors: Chess Player 2 (Opponent/Player being checkmated).

Channel to secondary Actors: Game GUI

Open Issues:

1. After a game has ended will there be the option for a rematch?
2. After a game has ended will there be the option for a match review?