Use case: Play Game

Iteration: 1

Primary Actor: Player

Goal in context: To allow the user to access a game and play a match.

Preconditions: Player has logged in and selected game to play

Trigger: The player presses play

Scenario:

1. Player starts the session
2. Player selects chess
3. Player gets matched with another player to play chess

Post conditions: Allows the user to have a match against another player

Exceptions:

1. The user input systems are not functional.
2. The software malfunctions
3. The game crashes
4. The game has bugs

Priority: High priority, core functionality that is required to make the system functional and usable for players.

When available: Should be available at any point once the user is logged in

Frequency of use: Very frequent. Used by players to make use of the gaming system

Channel to actor: Graphical user interface that player accesses from their computer

Secondary actors: Second Player

Channel to secondary actors: Graphical user interface that player accesses from their computer

Open issues: N/A

Use case: Move Piece

Iteration: 1

Primary Actor: Player

Goal in context: To allow the user to make a move in chess and checkers

Preconditions: Player has started a game of either chess or checkers

Trigger: The player clicks on the piece they intend to move, then selects the square on the grid they want to move to

Scenario:

1. Player is playing chess
2. It is the player's turn
3. Player wants to move rook to b6
4. Player clicks on rook and selects b6

Post conditions: The piece changes location and either the game ends, or the other player gets a turn

Exceptions:

1. The user input systems are not functional.
2. The software malfunctions
3. The game crashes
4. The game has bugs

Priority: High priority, core functionality that is required to make the system functional and usable for players.

When available: Should be available at any point while the game is still ongoing, and it is the player's turn

Frequency of use: Very frequent. Used by players to make use of the gaming system

Channel to actor: Graphical user interface that player accesses from their computer

Secondary actors: Second Player

Channel to secondary actors: Graphical user interface that player accesses from their computer

Open issues: N/A