

UC 001

Name	Start Game
ID	UC 001
Brief Description	When the user launches the game, he/she has to select which mode does she/he wants to play which can be as a solo player or multiplayer.
Actors	Player
Precondition	None
Flow of Activities	<ol style="list-style-type: none"> 1. The user launches the game 2. System displays the two available modes for the game 3. Extends to UC 002 or Extends to UC 003
Postcondition	System launches the single player session - UC 003 System launches the multiplayer session - UC 002
Alternative Flows	None
Exceptions	None

UC 002

Name	Play Multiplayer
ID	UC 002
Brief Description	When the user select the multiplayer, he/she will have to choose between the options of host or join a game.
Actors	Player
Precondition	None
Flow of Activities	<ol style="list-style-type: none"> 1. User clicks on "Select Multiplayer" button 2. System displays the two options to host a game or join an existing game session 3. Extends to UC 004 or Extends to UC 005 (see AC 1)
Postcondition	The user selects to host a game - UC 004 The user selects to join a game - UC 005
Alternative Flows	AC 1 The user click Back Button <ol style="list-style-type: none"> 1. Return to main menu UC 001
Exceptions	None

UC 003

Name	Play Single Player
ID	UC 003
Brief Description	When the user selects the single player, the user needs to see the available graphs on a list for him/her to pick
Actors	Player
Precondition	The user has selected the a mode - UC 001
Flow of Activities	<ol style="list-style-type: none"> 1. System displays a list of 6 available graphs and a field for the user to pick (see AC 1) 2. User prompts the number of the graph that he/she wants to play 3. System display the selected graph
Postcondition	The user should be able to play the game UC 008
Alternative Flows	AC 1 The user click Back button <ol style="list-style-type: none"> 1. Return to main menu UC 001
Exceptions	None

UC 004

Name	Setup Host Session
ID	UC 004
Brief Description	When the user selects to host a game, he/she has the ability to set up the session according to his/her preference by choosing his/her own user name, number of players on the game and the graph that he/she wants to play.
Actors	Player
Precondition	The user should have selected the multiplayer option - UC 002
Flow of Activities	<ol style="list-style-type: none"> 1. System shows setup screen that includes the fields for the user to setup the session and navigation buttons. 2. User fills the fields with his/her username, number of players and graph number (see AC 1) 3. User clicks on Create game 4. System launches the game and wait for other players to join
Postcondition	System launched the graph screen for the user to play Graph displayed should reflected the user's choice

Alternative Flows	AC 1 The user clicks on Back button 1. Return user to UC 001
Exceptions	None

UC 005

Name	Setup Join Session
ID	UC 005
Brief Description	When the user selects to join a game, he/she has the possibility to join an existing game of his/her choice from the list of available games.
Actors	Player
Precondition	The user should have selected the multiplayer option - UC 001
Flow of Activities	<ol style="list-style-type: none"> 1. System prompts the user to enter his/her username 2. User enters username and click on Okay 3. System shows in the screen a list of available games with their correspondence description and navigation buttons. (see AC 1) 4. User prompt the game id and click on join game. (see AC 2) 5. System launches the selected game.
Postcondition	System launched the graph screen for the user to play Graph displayed should reflected the user's choice
Alternative Flows	AC 1 The user clicks on Back button 1. Return user to UC 001 AC 2 User prompts an invalid number 1. User gets an error notification 2. User can select other game id to participate
Exceptions	None

UC 006

Name	Play Game
ID	UC 006
Brief Description	After the user setup his/her session, he/she will start playing the game
Actors	Player
Precondition	The user has selected to play the game as a single player UC 003 The user has selected to host a game UC 004 (see AC 1)

	The user has selected to join a game UC 005 (see AC 2)
Flow of Activities	<ol style="list-style-type: none"> 1. System displays the game to launch, and it is the current user's turn. 2. The user selects color, include UC 007 3. The user colors country, include UC 008 4. User repeat step 2 and 3 5. Users complete graph 6. System prompts the End of the Game screen with user's time
Postcondition	The user finish the game
Alternative Flows	<p>AC 1 User plays game as a host or invitee and no players or not enough players have joined yet</p> <ol style="list-style-type: none"> 1. System waits for users to join <p>AC 2 Users plays game as a host and his/her session is full and ready</p> <ol style="list-style-type: none"> 1. System displays first user name to indicate him/her to do his/her move 2. User selects color, include UC 007 3. User colors country, include UC 008 4. User waits for the next user's move 5. Repeat process, continue step 5. <p>AC 3 User play game as an invitee</p> <ol style="list-style-type: none"> 1. User waits for the first player to do his move 2. System displays the current user's turn 3. User selects color, include UC 007 4. User colors country, include UC 008 5. User waits for the next user's move 6. Repeat process, continue step 5.
Exceptions	None

UC 007

Name	Choose Color
ID	UC 007
Brief Description	When the user is playing the game, he/she can interact with the color palette
Actors	Player
Precondition	The user should have an active game session on
Flow of Activities	<ol style="list-style-type: none"> 1. System displays color palette

	<ol style="list-style-type: none"> 2. User clicks on a color from the color palette 3. System checks the color from the color palette (see AC 1)
Postcondition	The user should be able to use the color to color a country
Alternative Flows	AC 1 User changes his mind and pick another color <ol style="list-style-type: none"> 1. User picks a different color 2. System updates the color palette by selecting the other color
Exceptions	None

UC 008

Name	Color Country
ID	UC 008
Brief Description	After the user picks a color, he/she is able to click on a country to color it
Actors	Player
Precondition	The user should have an active game session on
Flow of Activities	<ol style="list-style-type: none"> 1. System displays the graph game 2. User clicks on color, UC 007 3. User clicks on a country 4. System updates the graph by coloring the country that the user has picked (see AC 1, AC 2)
Postcondition	The user can continue playing by coloring another country The user ends the game when all the graph is colored
Alternative Flows	AC 1 User tries to color a country with the same color as the adjacent country <ol style="list-style-type: none"> 1. System prompts an error message saying it is an invalid color AC 2 User does not pick any color <ol style="list-style-type: none"> 1. No country should be colored
Exceptions	None