

1 Title: Choose gamemode  
2 Description: This use case describes how to select a game mode and start a game.  
3 System under design: Quarto app(Main Menu).  
4 Primary Actor: Quarto App user.  
5 Goal: Select a game mode and start the game.  
6 Precondition: None.  
7 Following use cases: Choose Competitive Mode, Choose AI Mode, Choose Casual Mode  
8 Success Post-Condition: Gamemode that user selected starts.  
9

10 Actor:	System Processes:
11 1. User opens Quarto app.	2. System displays main menu screen.
12 3. User selects Play button.	4. System displays Gamemode selection menu that displays 3 options
	a) Competitive.
	b) Vs AI.
	c) Casual.
17 5. User Selects Vs AI	6. System registers the user hitting "VS AI" and starts a game.
20 7. User starts playing Quarto against AI.	

22 Alternate Paths:  
23 After system displays gamemode options starting at 5 and ending at 6:  
24 5.1.User selects "Competitive". 6.1.System starts Competitive game.  
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26 5.2.User selects "Casual". 6.2.System starts casual game.  
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29 Title: Choose language  
30 Description: Use case describes steps required to change language  
31 System Under Design: Quarto App(Settings)  
32 Primary actor: User  
33 Goal: Change the language of the app.  
34 Precondition: None  
35 Following use cases: None  
36 Success Post-Condition: Language is changed in the app.  
37

38 Actor:	System Processes:
39 1. User opens quarto app.	2. System displays main menu.
40 3. User selects "settings" option.	4. System display settings page.
41 4. User selects "Language & Region" option	5. System displays "Language & Region" page.
43 6. User selects "Choose Language" option.	7. System displays all available languages for the app.
45 8. User selects "Spanish".	9. System changes all language in the app to spanish.
47 10. User can now use the app in spanish.	

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50 Title: Place piece  
51 Description: Use case describes how a user can place a piece.  
52 System Under design: Quarto app(in game)  
53 Primary Actor: User  
54 Goal: Place a piece in a valid spot.  
55 Pre-condition: Start a game of Quarto from mode selection menu.  
56 Following use cases: Claim Victory  
57 Success Post-Condition: User places valid quarto piece on board.  
58

59 Actor:	System
60 1. User Selects piece from given options	2. System relays information to opponent
	3. System shows new board after opponents move.
	4. System displays what piece User must place.
66 5. User places the preselected piece on board.	6. System updates board after

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67                                     user moves piece.
68                                     7. System asks user which piece his
69                                     opponent must move.
70 8. User selects piece for opponent.
71
72 Alternate Paths:
73 At step 6. The user could place a winning piece.
74 5. User places pre selected piece.          6. System displays Victory screen
75 7. User celebrates the win.
76 -----
77
78 Title: Open Shop
79 Description: Use case describes how a a user can use the shop.
80 System Under Design: Quarto app(shop)
81 Primary Actor: User
82 Goal: Have user enter shop.
83 Pre-Condition: None
84 Following use cases: Account creation, Verify Age
85 Success Post-Condition: User is able to access shop page.
86
87 Actor:                                     System Processes:
88 1. User opens Quarto app.                  2. System displays main menu.
89 3. User selects shop option.              4. User opens shop page.
90 5. User is able purchase items in shop.
91
92
93 Alternate Paths:
94 At step step 4. User may not have created account.
95 Actor:                                     System Processes:
96                                     4. System asks user to sign in or
97                                     create an account.
98 5. User selects create account            6. System displays create account
99                                     page.
100 7. User enters information required by system. 8. System Asks for user to verify
101                                     age.
102 8. User vefiys age.                    9. System allows user to access shop.
103 10. User is able to access shop.
104 -----
105
106 Title: Open leaderboard
107 Description: Use case describes how user wil check competitive leaderboard
108 System Under Design: Quarto app
109 Primary Actor: User
110 Goal: Check Competitive leaderboard
111 Pre-Condition: None.
112 Following cases: None
113 Success Post-Condition: User is able to see their rating.
114
115 Actor:                                     System Processes:
116 1. User selects profile option in main menu. 2. System displays profile page.
117 3. User selects Stats option.             4. System displays users stats
118                                     page.
119 5.User selects Competitive leaderboard option 6. System displays competitive
120                                     leaderboard, as well as users
121                                     rank.
122 7. User can now look at competitive leaderboard.
123 -----
124
125 Title: Offer piece
126 Description: Use case describes how to offer a piece for the opponents turn.
127 System Under Design: Quarto app(ingame)
128 Primary Actor:User
129 Goal: Offer piece to opponent
130 Pre-Condition: start a game of quarto.
131 Following cases: none
132 Success Post-Condition: Opponent is given the piece they must place.

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134 Actor: System Processes:
135 1. User selects piece from side bar 2. System displays "Would you like
136 to offer this piece?"
137 3. User selects yes on pop up window. 4. System relays what piece user has
138 chosen to opponent.
139 5. User sees opponent place piece selected by user.
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141
142 Title: Open Rule Book
143 Description: Use case describes the steps required by user to open the rule book.
144 System Under Design: Quarto App(Main Menu)
145 Primary Actor: User
146 Goal: Open rule book
147 Pre-Condition: none
148 Following cases: Open tutorial
149 Success Post-Condition: User is able to read complete rule book.
150
151 Actor: System Processes:
152 1. User opens Quarto app. 2. System displays main menu.
153 3. User selects Tutorial button. 4. System displays two options
154 a) Open Rule Book
155 b) Play through tutorial
156 5. User selects "Open Rule Book" 6. System Displays rule book to user.
157 7. User now has access to Quarto Rules.
158 -----
159
160 Title: Play through tutorial
161 Description: Use case describes how a user can play through the tutorial.
162 System Under Design: Quarto App(Main Menu)
163 Primary Actor: User
164 Goal: Play the tutorial
165 Pre-Condition: none.
166 Following cases: Open Tutorial
167 Success Post-Condition: User is able to play the tutorial.
168
169 Actor: System Processes:
170 1. User opens quarto app. 2. System displays main menu
171 3. User selects tutorial option 4. System Displays tutorial page
172 with two options
173 a) Open Rule Book
174 b) Play through tutorial
175 5. User selects "Play Through tutorial" 6. System Starts tutorial game.
176
177 Alternate paths:
178 At step 2 if the user is a new user.
179
180 Actor: System Processes:
181 2. System recognizes new player
182 and displays "Would you like to
183 play the tutorial"
184 3. User selects yes 4. System starts tutorial game.
185 -----
186
187 Title: Rotate Board
188 Description: Use case describes how user can rotate board.
189 System Under Design: Quarto app(Standard game procedure)
190 Primary Actor: User
191 Goal: Rotate game board
192 Pre-Condition: Quarto game has started.
193 Following cases: none
194 Success Post-Condition: user is able to rotate board.
195
196 Actor: System Processes:
197 1. User taps right side rotate button 2. System rotates board 90 degrees
198 to the right

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267 7. User creates account
268
269 9. User plays competitive game of quarto
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272 Title: Create Account
273 Description: Use case describes how to create an account
274 System Under design: Quarto App(Account)
275 Primary actor: User
276 Goal: Create an account for user
277 Pre-Condition: none
278 Following cases: Verify Age
279 Success Post-Conditions: Account created for user
280
281 Actor:                                     System Processes:
282 1. User opens quarto app                    2. System displays
283                                           main menu screen
284 3. User selects settings option              4. System displays
285                                           settings page
286 5. User selects account option              6. System asks user
287                                           to enter information
288 7. User enters required information and selects "submit" 8. System asks user to
289                                           verify age
290 9. User verifies age                        10. System accepts
291                                           verification and
292                                           creates account for user
293 11. User is now logged in to their account
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296 Title: Choose AI mode
297 Description: Use case describes how to select AI mode
298 System Under Design: Quarto app(Online Game)
299 Primary actor: User
300 Goal: Start AI game
301 Pre-Condition: none
302 Following cases: Choose gamemode
303 Success Post-Condition: User starts game of quarto against AI
304
305 Actor:                                     System Process
306 1. User opens quarto app                    2. System Displays main menu
307 2. User selects "Play Game"                3. System displays gamemode
308                                           selection screen
309 4. User Selects AI mode option              5. System asks user to select
310                                           difficulty level
311 6. User selects difficulty level from given options 7. System starts AI game
312 8. User plays game of quarto against AI
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315 Title: Choose Casual mode
316 Description: Use case describes how to select Casual mode
317 System Under Design: Quarto App(Online Game)
318 Primary actor: User
319 Goal: Start Casual Game
320 Pre-Condition: none
321 Following cases: Choose gamemode
322 Success Post-Condition: User starts casual game of quarto
323
324 Actor:                                     System Processes:
325 1. User opens quarto app                    2. System Displays main menu
326 2. User selects "Play Game"                3. System displays gamemode
327                                           selection screen
328 4. User selects "Casual"                    5. System starts a casual game
329 6. User plays casual game of quarto
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