

Title: Choose gamemode

Description: This use case describes how to select a game mode and start a game.

System under design: Quarto app(Main Menu).

Primary Actor: Quarto App user.

Goal: Select a game mode and start the game.

Precondition: None.

Following use cases: Choose Competitive Mode(generalize), Choose AI Mode(generalize), Choose Casual Mode(generalize)

Success Post-Condition: Gamemode that user selected starts.

Actor:

1. User opens Quarto app.
3. User selects Play button.

System Processes:

2. System displays main menu screen.
4. System displays Gamemode selection menu that displays 3 options
 - a) Competitive.
 - b) Vs AI.
 - c) Casual.
6. System registers the user hitting "VS AI" and starts a game.

5. User Selects Vs AI
7. User starts playing Quarto against AI.

Alternate Paths:

After system displays gamemode options starting at 5 and ending at 6:

5.1.User selects "Competitive". 6.1.System starts Competitive game.

5.2.User selects "Casual". 6.2.System starts casual game.

Title: Choose language

Description: Use case describes steps required to change language

System Under Design: Quarto App(Settings)

Primary actor: User

Goal: Change the language of the app.

Precondition: None

Following use cases: Open Settings(extend)

Success Post-Condition: Language is changed in the app.

Actor:

1. User opens quarto app.
3. User selects "settings" option.
4. User selects "Language & Region" option
6. User selects "Choose Language" option.
8. User selects "Spanish".
10. User can now use the app in spanish.

System Processes:

2. System displays main menu.
4. System display settings page.
5. System displays "Language & Region" page.
7. System displays all available languages for the app.
9. System changes all language in the app to spanish.

Title: Place piece

Description: Use case describes how a user can place a piece.

System Under design: Quarto app(in game)

Primary Actor: User

Goal: Place a piece in a valid spot.

Pre-condition: Start a game of Quarto from mode selection menu.

Following use cases: Claim Victory(extend)

Success Post-Condition: User places valid quarto piece on board.

Actor:

1. User Selects piece from given options
5. User places the preselected piece on board.
8. User selects piece for opponent.

System Processes:

2. System relays information to opponent
3. System shows new board after opponents move.
4. System displays what piece User must place.
6. System updates board after user moves piece.
7. System asks user which piece his opponent must move.

Alternate Paths:

At step 6. The user could place a winning piece.

5. User places pre selected piece.

6. System displays Victory screen

7. User celebrates the win.

Title: Open Shop
Description: Use case describes how a a user can use the shop.
System Under Design: Quarto app(shop)
Primary Actor: User
Goal: Have user enter shop.
Pre-Condition: None
Following use cases: Create Account(include), Verify Age
Success Post-Condition: User is able to access shop page.

Actor:	System Processes:
1. User opens Quarto app.	2. System displays main menu.
3. User selects shop option.	4. User opens shop page.
5. User is able purchase items in shop.	

Alternate Paths:
At step step 4. User may not have created account.

Actor:	System Processes:
	4. System asks user to sign in or create an account.
5. User selects create account	6. System displays create account page.
7. User enters information required by system.	8. System Asks for user to verify age.
8. User vefiys age.	9. System allows user to access shop.
10. User is able to access shop.	

Title: Open leaderboard
Description: Use case describes how user wil check competitive leaderboard
System Under Design: Quarto app
Primary Actor: User
Goal: Check Competitive leaderboard
Pre-Condition: None.
Following cases: None
Success Post-Condition: User is able to see their rating.

Actor:	System Processes:
1. User selects profile option in main menu.	2. System displays profile page.
3. User selects Stats option.	4. System displays users stats page.
5. User selects Competitive leaderboard option	6. System displays competitive leaderboard, aswell as
users rank.	
7. User can now look at competitive leaderboard.	

Title: Offer piece
Description: Use case describes how to offer a piece for the opponents turn.
System Under Design: Quarto app(ingame)
Primary Actor: User
Goal: Offer piece to opponent
Pre-Condition: start a game of quarto.
Following cases: none
Success Post-Condition: Opponent is given the piece they must place.

Actor:	System Processes:
1. User selects piece from side bar	2. System displays "Would you like to offer this piece?"
3. User selects yes on pop up window.	4. System relays what piece user has choosen to
opponent.	
5. User sees opponent place piece selected by user.	

Title: Open Rule Book
Description: Use case describes the steps required by user to open the rule book.
System Under Design: Quarto App(Main Menu)
Primary Actor: User
Goal: Open rule book
Pre-Condition: none
Following cases: Open tutorial(include)

Success Post-Condition: User is able to read complete rule book.

Actor:

1. User opens Quarto app.
3. User selects Tutorial button.

System Processes:

2. System displays main menu.
4. System displays two options
 - a) Open Rule Book
 - b) Play through tutorial
6. System Displays rule book to user.

5. User selects "Open Rule Book"

7. User now has access to Quarto Rules.

Title: Play through tutorial

Description: Use case describes how a user can play through the tutorial.

System Under Design: Quarto App(Main Menu)

Primary Actor: User

Goal: Play the tutorial

Pre-Condition: none.

Following cases: Open Tutorial(include)

Success Post-Condition: User is able to play the tutorial.

Actor:

1. User opens quarto app.
3. User selects tutorial option

System Processes:

2. System displays main menu
4. System Displays tutorial page with two options
 - a) Open Rule Book
 - b) Play through tutorial
6. System Starts tutorial game.

5. User selects "Play Through tutorial"

Alternate paths:

At step 2 if the user is a new user.

Actor:

to play the tutorial"

3. User selects yes

System Processes:

2. System recognizes new player and displays "Would you like
4. System starts tutorial game.

Title: Rotate Board

Description: Use case describes how user can rotate board.

System Under Design: Quarto app(Standard game procedure)

Primary Actor: User

Goal: Rotate game board

Pre-Condition: Quarto game has started.

Following cases: none

Success Post-Condition: user is able to rotate board.

Actor:

1. User taps right side rotate button
3. User taps left side roatate button
5. User taps left side rotate button
7. User now has the board orientated the way they want.

System Processes:

2. System rotates board 90 degrees to the right
4. System rotates board 90 degrees to the left
6. System rotates board 90 degrees to the left

Title: Open Ghost Mode

Description: use case describes how to open ghost mode

System Under Design: Quarto App(Standard game procedure)

Primary Actor: User

Goal: Activate ghost mode

Pre-Condition: none

Following cases: none

Success Post-Condition: User succesfully has game in ghost mode(lower opacity pieces)

Actor:

1. User opens quarto app
3. User selects settings button
5. User selects Game board tab
7. User selects "ghost mode on" button.

System Processes:

2. System displays main menu.
4. System displays settings menu
6. System displays gameboard settings tab

Title: Choose Item skin
Description: Use case describes how user can select an item skin.
System Under Design: Quarto app(Account/Shop Menu)
Primary Actor: User
Goal: Change skin of board pieces
Pre-condition: user has already created an account
Following cases: none
Success Post-condition: Skins of board pieces changed.

Actor:	System Processes:
1. User opens quarto app	2. System displays main menu
3. User selects shop option	4. System displays shop menu
5. User selects "purchased skins"	6. System displays all user purchased skins.
7. User selects new skin to be used in game	8. System asks if the user wants to equip the skin
9. User selects "yes".	

Title: Choose Competitive Mode
Description: Use case describes how to start a competitive game.
System Under Design: Quarto App(Online Game)
Primary Actor: User
Goal: Start a competitive game
Pre-Condition: Have created an account.
Following cases: Choose Gamemode(generalize), Create Account(extend), Match Score with Opponent(extend), Update Score(include)
Success Post-Condition: User starts a game of competitive quarto

Actor:	System Processes:
1. User opens quarto app	2. System displays main menu
3. User selects "Play Game"	4. System displays gamemode selection screen
5. User selects competitive option	6. System searches for opponent and starts game
7. User plays competitive game of quarto	

Alternate Paths:
At step 6 the user could have not had an account

Actor:	System Processes:
7. User creates account	6. System prompts user to create an account
9. User plays competitive game of quarto	8. System then allows user to find opponent and starts game

Title: Create Account
Description: Use case describes how to create an account
System Under design: Quarto App(Account)
Primary actor: User
Goal: Create an account for user
Pre-Conidtion: none
Following cases: Verify Age(include)
Success Post-Conditions: Account created for user

Actor:	System Processes:
1. User opens quarto app	2. System displays main menu screen
3. User selects settings option	4. System displays settings page
5. User selects account option	6. System asks user to enter information
7. User enters required information and selects "submit"	8. System asks user to verify age
9. User verifys age	10. System accepts verification and creates
account for user	
11. User is now logged in to their account	

Title: Choose AI mode
Description: Use case describes how to select AI mode
System Under Design: Quarto app(Online Game)
Primary actor: User

Goal: Start AI game
Pre-Condition: none
Following cases: Choose gamemode(generalize)
Success Post-Condition: User starts game of quarto against AI

Actor:	System Process
1. User opens quarto app	2. System Displays main menu
2. User selects "Play Game"	3. System displays gamemode selection screen
4. User Selects AI mode option	5. System asks user to select difficulty level
6. User selects difficulty level from given options	7. System starts AI game
8. User plays game of quarto against AI	

Title: Choose Casual mode
Description: Use case describes how to select Casual mode
System Under Design: Quarto App(Online Game)
Primary actor: User
Goal: Start Casual Game
Pre-Condition: none
Following cases: Choose gamemode(generalize)
Success Post-Condition: User starts casual game of quarto

Actor:	System Processes:
1. User opens quarto app	2. System Displays main menu
2. User selects "Play Game"	3. System displays gamemode selection screen
4. User selects "Casual"	5. System starts a casual game
6. User plays casual game of quarto	