**Use Case UC13: Which Player Starts First**

**Scope:** Chad game application

**Level:** User-goal.

**Primary Actor:** User

**Stakeholders and Interests:** System must determine who starts the game. User with White chess pieces must move first.

**Preconditions:** User authenticated and invite has been accepted by other user.

**Success Guarantee:** Game has started.

**Main Success Scenario:** Game is started, user with white chess pieces make the first move.

**Extensions:** None

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:** Once per game.

**Miscellaneous:** None

**Use Case UC14: System determines Player Turn:**

**Scope:** Chad game application

**Level:** User-goal

**Primary Actor:** User

**Stakeholders and Interests:** User will take turns moving one chess piece at a time. Turn ends once move has been made.

**Preconditions:** Both users must have started/accepted an invitation to game

**Success Guarantee:** The other appropriate user can now make their move.

**Main Success Scenario:** User makes move, system allows other user to make move once current user has finished.

**Extensions:** None

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:** Continuous. After a user finishes their turn.

**Miscellaneous:** None

**Use Case UC15: Player in Active Games**

**Scope:** Chat game application

**Level:** User-goal

**Primary Actor:** User

**Stakeholders and Interests:** User wants to be able to access only their active games.

**Preconditions:** User must have been invited to or started games.

**Success Guarantee:** User cannot access games that are not active

**Main Success Scenario:** User logs in, sees list of active games, given option to play active games.

**Extensions:**

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:** Continuous

**Miscellaneous:** None

**Use Case UC16: Player Turn**

**Scope:** Chat game application

**Level:** User-goal

**Primary Actor:** User

**Stakeholders and Interests:** Users want to be able to make a move if and only if it’s their turn.

**Preconditions:** Game must have already been initiated.

**Success Guarantee:** When no only the current user can make a move when it’s their turn.

**Main Success Scenario:** User starts game, white makes first move, opposing user’s turn to make move

**Extensions:**

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:** Often

**Miscellaneous:**