

Name: Take a turn

Primary actors: Users, AI

Stakeholders and Interests : Players : To go through a turn of gameplay

Preconditions :

- The game is set up.
- The timer is set up.

Post-conditions :

A turn has been completed and the system is ready for the next turn to execute.

Main success scenario:

1. The system randomly chooses a target chip.
2. The players are notified of the target chip.
3. A player makes an initial bid.
4. The timer starts.
5. Players continue to make bids.
6. The timer finishes.
7. The timer is reset.
8. The first bidder with the lowest bid shows their solution by making moves.
9. The bidder's score is increased.
10. The target chip is removed.

Alternative flow:

1.a: There are no chips left.

1. The game is ended.

8.a: The bidder's solution failed to reach the target chip within the bid number of moves.

1. Reset the board.
2. Repeat step 7 with the next lowest bidder.

8.b: There are no bidders left.

1. Skip to step 9.