4 Brief Use Case Description

1.

Saving and loading a game:

The player selects the save game button. The system records the game-state as an array in a notepad file. There will be an option on start-up to load a game which has been saved. Selecting a saved game notepad file will load in whatever game-state was saved in that file and the player will be able to pick up where was left off.

2.

Networked multiplayer:

If Networked multiplayer is selected, the game AI will be disabled. Instead, the system will allow another player linked to the game over the network will be able to take turns in its place.

3.

Making a bid:

The player makes a bid by entering a number/selecting a number of moves. The other players/AI then pick a number of moves before the system counts all the way down from 1 minute. During this time the system listens for any changes to be input (and changes their selection, as long as it is not higher than the one that they have bid before. The system also keeps track of the order of bids (assigning them a speed value based on when they were entered.

4.

Verifying routes:

Once the system has counted the one minute bidding timer down to zero, the player whom was first to bid the lowest number of moves and has the lowest speed value starts and must select their route. The system keeps track of the players moves and if a player arrives at their target space in or under the amount of bid moves, the player gains the target chip. Upon failure, the system moves the robot back to its previous position. This goes on until a player gains the target chip or, if no one does than the system resets the target chip