

## Use Case Description #2

Name : Making a move

Primary actor(s) : User/s, A.I.

Stakeholders and Interests : Players/ Users : To make valid moves through valid routes to get to the destination.

Preconditions :

- All the bids must be recorded.
- Timer must count down to zero.

Post-conditions : A move has been recorded.

Main Success scenario:

1. The System displays the first player(the one with the lowest bid and bidding time) to make the move. The system gives the user a button to confirm.
2. The Player selects the confirm button and the whole board is displayed by the system.
3. The System lets the player choose any of the 4 robots on the board.
4. After the player selects a robot by clicking on it, the System shows/highlights all the valid, horizontal and vertical, moves the player can make.
5. The System lets the player choose a valid highlighted route by clicking on the destination tile.
6. The System moves the robot to the destination tile.[ALT 1]
7. The System records each such valid moves as one move.[Use case ends]

Alternative flow:

[Alt 1]: The path includes a color barrier.

If the robot color does not match the color barrier,

1. The System displays a path that takes a 90 degree turn in the direction of the barrier and from the barrier.
2. The System makes the robot travel accordingly.
3. One move is recorded.

If the robot color matches the color barrier,

1. The System displays a path that goes through the barrier.
2. The System makes the robot travel as it does usually.
3. One move is recorded.