UC-01   Player's move

Use Case ID:	UC-01
Use Case Name:	Player's Move
Description:	The user chooses a piece to move to a valid destination

Actors:	Active Player			
Pre-Conditions:	The Game is initiated			
Post-Conditions:	Piece is moved and board is updated with the change			
Frequency of Use:	Every turn			
Flow of Events:			Actor Action	System Response
	1		Click piece	Highlight piece
	2		Click destination	Update coordinates
Variations:	Choosing opponent's piece, or invalid location			
Notes and Issues:	Tell board to redraw the scene			
Developer Notes:				
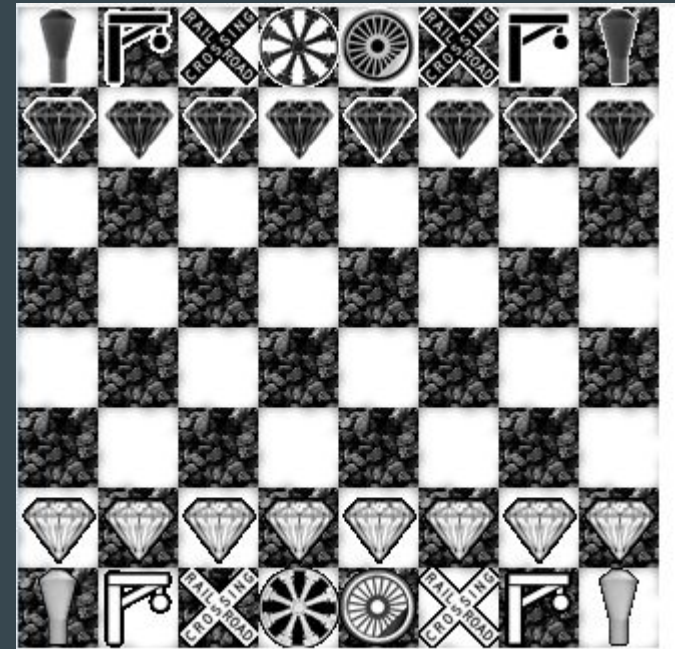
Player 1's turn

Default Start Position

UC-08 Quit Button

Use Case ID:	UC-08
Use Case Name:	Quit Button
Description:	When a user clicks the quit button, exit the game

| Actors:		Acitve Player	
Pre-Conditions:		Game is initialized	
Post-Conditions:		Game exits	
Frequency of Use:		Whenever the player click the button	
Flow of Events:		**Actor Action**	**System Response**
	1	Player clicks the exit button	Game is ended and window is closed, exiting game
Variations:			
Notes and Issues:		There is no safety on the button, so when a user clicks it, the game is immediately ended	
Developer Notes:			

Design Pattern - Strategy

- Multiple parts of the game where apparent
- Player chooses a game piece to move
- Each piece has its own move rules
- Which pieces move and where is determined at runtime
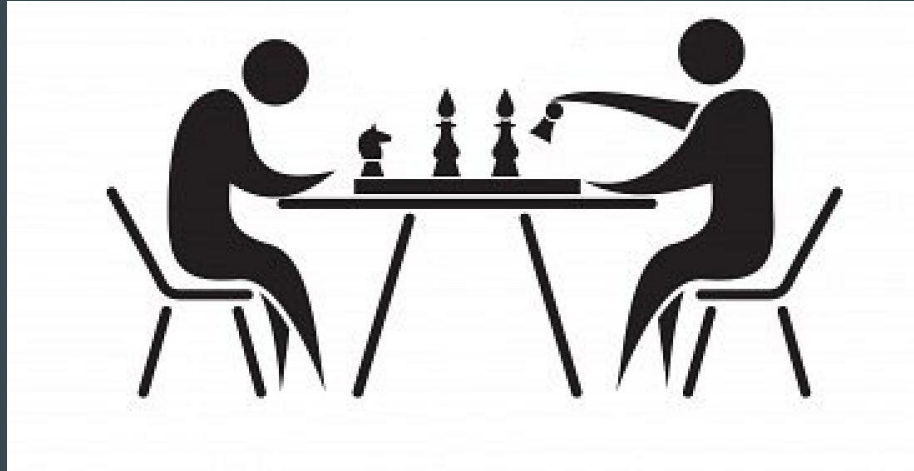- Pieces inherit from abstract class Piece
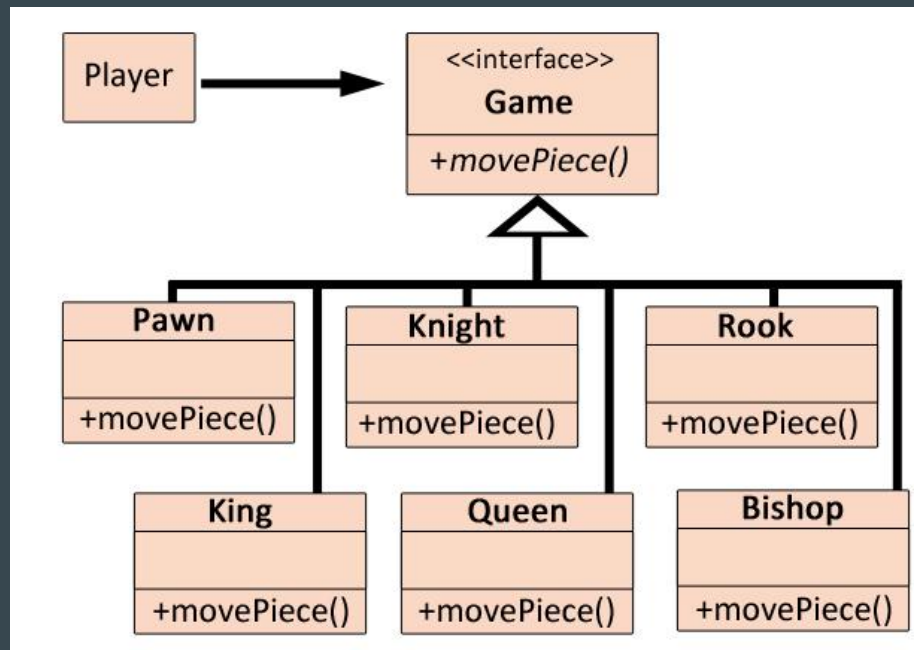
Class Diagram

- Simplified from original
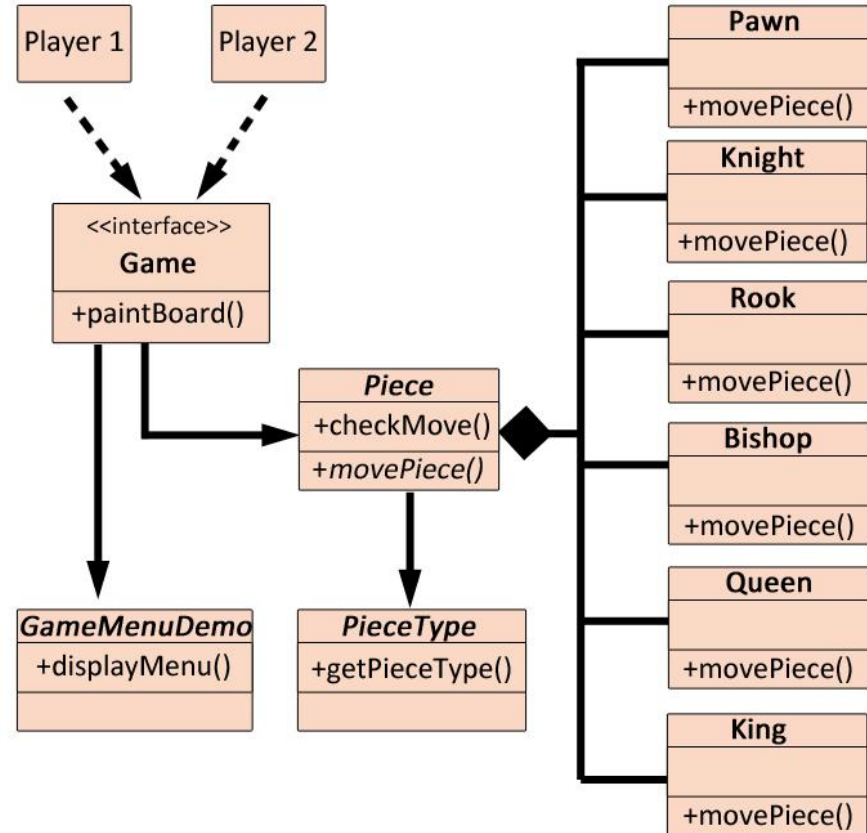
Challenges

- Connecting the piece objects to the visual display
- Many complex dependencies

Demo Time