**Tic-Tac-Toe GAME USE-CASES**

1.

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| **Use Case** | Start Game |
| **Actors** | Player |
| **Basic Flow** | The player clicks on the start button. The player will enter his name on the text box provided. Once player enters his name clicks ok the game starts. |
| **Alternate Flow 1** | The player click the OK button without entering his name. Then a new dialogue box appears asking the player to enter his name. Once he enters the name and clicks OK the game starts. |
| **Pre-Conditions** | The game application is already running. |
| **Post-Conditions** | A new game has started. |

2.

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| **Use Case** | Make a move |
| **Actors** | Player |
| **Basic Flow** | The player enters an X or 0 based on his assigned value. This can be entered in an arbitrary free cell depending on his game plan. |
| **Alternate Flow 1** | The player enters an X or 0 and he wins the game. |
| **Alternate Flow 2** | The player enters an X or 0 and he looses the game to the other player. |
| **Pre-Conditions** | The game application is already running and the other player has already made his move. |
| **Post-Conditions** | Player has made a move and his turn is over and the other player gets the next turn. Game may also get over and one of the player wins the game. |