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Artificial Intelligence

Use Case Specification

Vision 1.0

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1. Definition

This is the requirement description for the Artificial intelligence use case. Artificial intelligence use case is for system to support a man-machine chess game. Known the current situation of chessboard, the Artificial intelligence use case can decide next movement.

1. Preconditions

A man-machine chess game starts.

1. Post Conditions

The decided movement is passed to the Basic logic use case.

1. Scenarios

It’s AI’s turn to move.

1. Exceptions or Branches

If the AI algorithm fails, turn the chance to player.

1. Note

Null.