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Basic Logic

Use Case Specification

Vision 1.1

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1. Definition

This is the requirement description for the Basic logic use case. Basic logic use case is for system to manage the whole chess board and decide whether the operation is valid and whether the game ends.

1. Preconditions

The chess game starts.

1. Post Conditions

Pass movement information to 3D effect use case.

1. Scenarios
2. An action of player is detected.
3. An action of AI is generated.
4. Receive information from Network connection user case.
5. Exceptions or Branches

If the operation is invalid, the hoodle shall not move.

1. Note

Null.