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Basic Logic

Use Case Specification

Vision 1.0

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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 game ends.

1. Preconditions

A 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. Exceptions or Branches

If the operation is invalid, the hoodle won’t move.

1. Note

Null.