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Game Mode

Use Case Specification

Vision 1.0

**Group Member:**

施宇

鲁皓

万成城

曹翼丰

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1. Definition

This is the requirement description for the Game mode use case. Game mode use case is for system to support multiple game modes.

1. Preconditions

The player number and identifications is decided.

1. Post Conditions

Chess game starts.

1. Scenarios

Choose game modes and generate special chessboard.

1. Exceptions or Branches

If it fails, simply use classic mode.

1. Note

Null.