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Game Mode

Use Case Specification

Vision 1.1

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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 and flexible game rules.

1. Preconditions

The chess game process is launched

1. Post Conditions
2. The chess game starts.
3. A pickup generates.
4. Scenarios
5. Choose game modes and generate special chessboard.
6. Change current player.
7. Exceptions or Branches

If it fails, simply use classic mode.

1. Note

Null.