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| --- | --- | --- |
| ­Steps | User’s Action | System’s Response |
| 1 | User starts Tic-Tac-Toe game |  |
| 2 |  | System ask to select board style (from at least to styles). |
| 3 | User selects board style. |  |
| 4 |  | System responses style successfully selected. Asks user for confirmation. |
| 5 | User selects Yes[Y] |  |
| 6 |  | System redirects to the playground. |
| 7 | First game player places a X on an open space on the game board |  |
| 8 |  | System marks that space at occupy on the playground. Gives the player the option to undo its turn as long the other play did not make a turn. |
| 9 | Second player places a O on an open space on the game board |  |
| 10 |  | System marks that space at occupy on the playground. Gives the player the option to undo its as long the other play did not make a turn. |
|  | Go back to step 7 as long any of the player does not have 3 in a row or all 9 spaces are occupied |  |
| 11 |  | System response player one/two is the winner. Asks players if they want to play another game |
| 12 | User presses No [N] |  |
| 13 |  | System quits the game |

Final Project Tic-Tac-Toe

USE CASES:

Variation #1 User does not confirm selected Board style

* 1. Start at step 5 User selects No [N]
  2. System redirects to step 2

Variation #2 Player chooses to undo its turn

* + 1. Start at step 8 or 10 respectively (User choose to undo)
  1. System allows player to select another square
  2. Continue with step 7 or 9 respectively

Variation #3 Player chooses occupied space

3.1 Start at step 9 or respectively at any turn but first turn, when Player choose occupied space

3.2 System responses that the space is occupied please select an unoccupied space.

3.3 continue at step 9 or respectively where player choose occupied space

Variation #4 Player chooses to play another round

4.1 Start at step 12 User selects Yes [Y]

4.2 System redirects to step 4