Brief Use Case Descriptions

1) **Display Game Rules:** The Game Rules section helps players understand how to play the game. When the player clicks on it, the system displays the rules on the screen to read. This makes sure the players know the correct way to play the game.

2) **Rolling Dices:** Rolls the six dices and shows all the numbers (1-6) for that player. The combinations possible according to the dice throw highlights the square and the player chooses where to move the stone.

3) **Save Game:** The player can save the game to continue later when exiting or clicking the save button. When the player launches the game, they can resume playing from where they left off.

4) **Reset Game:** The player can reset the game at any time. The system will reset the board and start a new game with the same settings. This allows the player to restart without changing any preferences.