

Take a turn

Primary Actor: Player

Stakeholders and Interests:

Player: wants to earn points by adding the previously selected dominos to form territories in their kingdom according to the connection rules, wants to select a domino from the 4 or 2 dominos selected from the drawing pile each round to win the game.

Preconditions:

The player must have setup the game by choosing the number of human and computer players, setting the difficulty, setting the color palette, and loading the game if the player wants to continue a saved game. Then the game must have gotten to his/her turn according to the rules.

Success Guarantee (Postconditions):

The player's points and kingdom are updated. The player's order in which it will select its next domino in the next round is updated. If there are no more dominoes in the draw pile, the game is successfully ended.

Main Success Scenario:

1. The system informs the player that it is the player's turn.
2. The system provides the player with the opportunity to select one of the areas in the player's kingdom. [Alt4: The player previously selected a domino (or was forced to select a domino) that does not fit their kingdom because it does not follow the connection rules.]
3. The player then selects one of the areas in their kingdom to add their previously selected domino to the kingdom.
4. The system records the selection and checks if the player has selected an area that does not break the connection rules. [Alt1: The Player tries to select a kingdom area that the connection rule does not allow,]
5. The system updates the kingdom of the player in the game. [Alt3: The game ends.]
6. The system updates the points of the player in the game.
7. The system informs the player that the kingdom and the points have been successfully updated.
8. The system retrieves the selectable dominoes from the drawing pile. [Alt2: There are no more dominos in the draw pile.]
9. The system prompts the player to select one of the selectable dominos
10. The player then selects a domino to claim the domino.
11. The system records the domino selected by the player.

12. The system records the order in which the player will select its next domino in the next round.
13. The system then informs that it is the next player's turn.
14. The player's turn ends. [Alt3: The game ends.]

Alternative Flows:

Alternative 1: The Player tries to select a kingdom area that the connection rule does not allow,

1. The system informs the player to choose an area according to the connection rules.
2. Flow resumes at Main Success Scenario Step 2.

Alternative 2: There are no more dominos in the draw pile.

1. The system informs the player that the game has ended.
2. The system informs the player with the highest points as the winner. In an event of a tie, the system informs the player with the largest territory (the most connecting squares of the same terrain) as the winner. If there is still a tie, the system informs that the victory is shared between the tied players.
3. The system prompts the users to start a new game or to exit the use case.

Alternative 3: The game ends.

1. The player ends the game by covering the entire game with the pieces of his color.
2. The system informs the player with the highest points as the winner. In an event of a tie, the system informs the player with the largest territory (the most connecting squares of the same terrain) as the winner. If there is still a tie, the system informs that the victory is shared between the tied players.
3. The system prompts the users to start a new game or to exit the use case.

Alternative 4: The player selects a domino (or is forced to select a domino) that does not fit their kingdom because it does not follow the connection rules

1. The system informs the player that the player cannot select a domino in this turn.
2. The system discards the domino from the game.
3. The player's turn ends.

Exceptions:

- If at any point in the game, the player shut down the device directly or if there are plenty of programs running in the background and the device is not able to take the load, the game will crash, and no data will be saved.
- If at any point the system is unable to move to the next step an error message will be displayed, and the player will be returned to the main menu.

Special Requirements:

Colors, designs, and text fonts used in the game should be compatible with players having color deficiency.