

## **Place King Meeple**

**Primary Actor:** Player

### **Stakeholders and Interest:**

Player: Player wants to place his King Meeple on the domino tile he chooses.

### **Preconditions:**

The set up of the game must have been completed with the 4 domino tiles open and the players must have already selected their starting tile.

### **Success Guarantee (Postconditions):**

All the players in the game must successfully place their King Meeples on the chosen domino tiles and the game moves on to “Place the Domino” use case.

### **Main Success Scenario:**

- 1) The system informs the players that they need to select a domino tile where they want to place their king meeples.
- 2) The player confirms the information.
- 3) The system randomly chooses the player to place his King Meeple on the domino.
- 4) The Player selects the Domino tile on which they want to place his King Meeple. [Alternative 1]
- 5) The system records the selection of the player.
- 6) The system places the king meeples on the domino tile selected by the player.
- 7) Step 3 to Step 6 is repeated for all players. (The use case ends when all the players have placed their king meeples).

### **Alternative Flows:**

Alternative 1: The player wants to place his King Meeple on the domino tile that is already chosen by another player.

- ➔ The system informs the player to place his King Meeple on another domino tile.
- ➔ The flow continues at step 4.

### **Exception:**

At any point if the system is unable to prompt the player to place his King Meeple or unable to record the selection made by the player, an error message will be raised outlining the issue.

### **Special Requirements:**

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

### **Open Issues:**

If players want to change the position of the king meeple after they have placed their meeple's on the domino, is an issue that hasn't been solved yet.