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 player then presses on one of the areas in their kingdom to add their previously selected domino to the kingdom as connection rules allow.
3. The system updates the points of the player.
4. The system prompts the player to select one of the selectable dominos.
5. The player than select dominoes to claim the domino.
6. The system records the order in which it will select its next domino in the next round.
7. The system then displays the next player turn.
8. The player's turn ends. (Alternative 5)

Alternative Flows:

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

➔ The player will be asked to choose an area according to the connection rules by the system.

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

➔ 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.

Alternative 3: The Player clicks on "Save".

➔ The system records the current position of the game and creates a save file that can be accessed later.

Alternative 4: The Player clicks on "Quit".

➔ The system prompts the user to save the game. If the user presses "quit" again the game is quit and is not saved. If the user presses "save and quit" the system records the current position of the game and creates a save file that can be accessed later and then closes the game.

Alternative 5: Game End

➔ The player ends the game by covering the entire game with the pieces of his colour. The game than declares the winner and the game ends. Game prompt users if they want to begin a new game.

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.

Special Requirements:

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

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