

Take a Turn

Fully Dressed Use Case

Player -> Primary Actor

Stakeholders and Interests:

- **User:** decides whether to keep progressing or to stop , wants the process to be straightforward and simple to use.

Preconditions:

- The user has started the game through the system. The system has generated the turn queue and the user has been reached in that queue.

Success Guarantee(Post conditions):

- The user has made their move and the next player in the turn queue or the system can now take their turn.

Main Success Scenario:

1. The system provides the user with the ability to either keep progressing on the board or place their cube to stop. Additionally, the user can choose to pause the game.[Extension: Pausing the game]
2. The user elects to roll the dices and progress. [Alt1: User decides to stop]
3. The system then provides the user with information on the board of showing legal movements for their cubes.
4. The user chooses to place their cube in a legal position. [Alt1: User decides to continue]
5. The system displays the player's move to the new position on the board.
6. The system checks if the player has made a winning move. [Extension: Winning the game]. If the player has not and chooses to stop, then the system moves on to the next players turn.[Use Case Ends]

Alternative Flows:

- Alt1: User elects to stop
 1. The system provides the user with information about legal positions the user can place their cubes.
 2. The user elects to place cubes.
 3. The system displays the cube placement on the board and the system moves on to the next player's turn. [Use Case Ends]

Exceptions:

- If the system is unable to display the game at any time during the game, then the system informs the user of the problem.[Use Case Ends]

Special Requirements:

- During the game, the visually impaired user must be able to distinguish between the colors all the players are using.

Open Issues:

- Do we have previous moves/positions recorded?