**Play Game**

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| Use Case ID | UC4 |
| Use Case Name | Play game |
| Primary Actor | Tic Tac Toe Player 1 , Player 2 |
| Pre Conditions | The game should be installed in the mobile phone. |
| Success Guarantee (Postconditions) | The game runs successfully. |
| Main Success Scenario | 1. The user clicks anywhere on the square board.  2. ‘X’ will be displaced for the first move of the first player and ‘O’ for the second player.  3. Then, the moves will be displaced alternatively. |
| Extensions (Alternative Scenario) | 1a. The user makes a wrong move. |

**Exit Game**

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| --- | --- |
| Use Case ID | UC5 |
| Use Case Name | Exit game |
| Primary Actor | Tic Tac Toe Player 1 , Player 2 |
| Pre Conditions | Game starts successfully. |
| Success Guarantee (Postconditions) | Exit successfully and display clear game board. |
| Main Success Scenario | 1. Player 1 and player 2 play the game against each other.  2. When one player wins the game or game draws then  the system display exit and start a new game option.  3. The player chooses to exit the game by clicking exit button.  4. System clears the game board. |
| Extensions (Alternative Scenario) | 3(a). Exit button is disabled. |

**Win Game**

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| --- | --- |
| Use Case ID | UC6 |
| Use Case Name | Win game |
| Primary Actor | Tic Tac Toe Player 1, Player 2 |
| Pre Conditions | Players start playing the game. |
| Success Guarantee (Postconditions) | Winning message is displayed on the screen. |
| Main Success Scenario | 1. The user clicks anywhere on the game board.  2. ‘X’ will be displaced for the first move of the first player and ‘O’ for the second player.  3. Then, the moves will be displaced alternatively.  4. One player successfully places his marks in horizontal, vertical or diagonal rows.  5. That player wins the game  6. The game ends and wining message is displayed. |
| Extensions (Alternative Scenario) | . 5 a. Game continues even after the winning.  5b. Winning message not displayed. |

**Reset Game**

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| --- | --- |
| Use Case ID | UC7 |
| Use Case Name | Reset game |
| Primary Actor | Tic Tac Toe Player 1, Player 2 |
| Pre Conditions | Play game |
| Success Guarantee (Postconditions) | Clear game board is displayed.  . |
| Main Success Scenario | 1. Players start playing the game.  2. Player click on the reset button during the game.  3. The system ends the game and clears the game board. |
| Extensions (Alternative Scenario) | 2 (a). User unable to click on the reset button  3(a) Game board not cleared . |

**New Game**

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| --- | --- |
| Use Case ID | UC8 |
| Use Case Name | New game |
| Primary Actor | Tic Tac Toe Player 1 , Player 2 |
| Pre Conditions | The game successfully ends. |
| Success Guarantee (Postconditions) | The new clear game board is displayed.  . |
| Main Success Scenario | 1. Players start playing the game.  2. Game successfully completed win or draw.  3. Then the user can again start a new game by clicking on the start button.  4. The new game board is displayed. |
| Extensions (Alternative Scenario) | 3(a). User click on start button before the game ends. |