

Use Case: Move a piece

Primary Actor: User

Stakeholders and Interests

User: desires to interact with their piece and move it in the way they want. The user expects the pieces to be interactable and the spaces to be interactable in order so that the piece can be selected and moved to the correct location. The user also expects that a digital representation of a Malefiz board has been created with all barricades and different pawns in place, and that a game of Malefiz is ready to be played.

Pre-Condition:

The user has started up Malefiz Game and play has started.

Post-Conditions

The game board is set, barricades and players' pawns are in place, and the flow of turns has been determined. The first turn of the game is ready to be played.

Main Success

1. The user selects the roll dice option. **[Alt 1: Computers Turns]**
2. The system generates a random number from 1-6.
3. The User selects their piece.
4. The system highlights their piece.
5. The system highlights the places where you can move.
6. The user selects the highlighted location to move the piece. **[Alt 2: selects a new piece]**
7. The system moves the piece to the desired location.

Alternative Flow

ALT 1: Computers Turn.

1. The system generates a number between 1-6.
2. The system selects a piece.
3. The system selects a location.
4. The system proceeds with step 7.

ALT 2: Selects a new piece

1. Proceeds from step 3.

Exception:

4.a: If there is a barricade in the path of the piece and you roll higher the system must not let the user move in the path of the barricade.

4.b: If the final space is in the path of the piece and you roll higher the system must not let the user move in the piece in the path of the final space.

Special Requirements

1. An OS that can run jar files including the required JDK.

Open Issues

1. The player should not be able to interact with other pieces.
2. The player should not be allowed to move through barricades.
3. The player should not be allowed to move past the final space.
4. The system should not highlight areas outside of the bounds of the board.