5 Brief Use case descriptions

1. **Rotation and Flipping of pieces:** The user desires to rotate or flip the selected piece on the board. The system prompts a way to rotate or flip the selected piece.

2. **Selecting blocks and deducting from block bank**: The system gives the user a bank of block to select from, then the user selects a particular block he desires. The system then eliminates this particular block from the bank of blocks available.

3. **Disabling Hints:** The player selects to disable the hints given by the computer.The computer stops providing a hint on where to lay a piece.

4. **End of Game:** The user has no more available moves and all other players are done playing. The system provides the scores of each player with their relative positions. The system provides the user with a choice to play a new game or quit. The user decides to start a new game and the system then initiates a new game. [Alt1]
Alternative Flow**:** The user decides to quit. The system closes the game.

5. **Choosing Difficulty:** The user is presented with 3 difficulty options- Easy, Medium and Hard. The user picks the difficulty level and the system sets the A.I difficulty accordingly. The system then moves to the next step of the game setup.