

New use case scenario

Flipping and rotating the blocks

Primary Actor:

Player

Stakeholders & Interests:

Developers: Wants player to be able to rotate the blocks, clockwise and anticlockwise.

Player: Wants to be able to freely rotate and flip the blocks.

Precondition:

User has a valid move and wants to continue playing

Postconditions:

User has
made its move
and turn is
now set to
other
player/cpu

Main success scenario:

1. System Displays available blocks to player.(alt1)
2. Player chooses a particular block.
3. The system gives players the opportunity to rotate the blocks either clockwise or anticlockwise as many times as the player wants. (alt 2)
4. When player is satisfied,then player places the blocks on a hinted spot. (alt 3)
5. System confirms spot is valid

Alternative

Flows:

1. User decides to exit game. System asks user if the game should be saved; system applies changes accordingly.

2. If user doesn't want to rotate or flip the blocks, flow continues to step 4
3. Hint is turned off. Player places the block on a valid spot.

Exception:

If at any time the system is unable to retrieve, record or provide details then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.