

Use Case Description - II : Take a Turn

Use Case	Take a Turn
Primary Actor	Human Players, Computer Players
Stakeholders and Interests	Human Players, Computer Players
Preconditions	<ol style="list-style-type: none">1. Game has started with chosen difficulty level.2. Player with color vision deficiency can easily differentiate between different pieces.3. Human player may see the hint on where to put pieces.4. Human player must take the first turn.
Postconditions	<ol style="list-style-type: none">1. Other players will take their turn in order.2. Displays remaining pieces.3. Shows the scores in real time.
Main Success Scenario	<ol style="list-style-type: none">1. The game displays who's turn it is.2. The player takes their turn.3. Remaining pieces are displayed.4. Score is displayed of each player.5. The active player changes and the game continues.
Alternative Flows	<ol style="list-style-type: none">1. If hints are turned on, the game displays possible moves for the player before they take their turn.
Exceptions	-----
Special Requirements	<ol style="list-style-type: none">1. Wait until other players have finished their turn before starting the next turn.2. The board displays the current state of the game; active player, score, etc.
Open Issues	<ol style="list-style-type: none">1. Player can not take more than one turn at a time.2. Player is not allowed to put any pieces on side by side.3. Player can not undo or change the position of any pieces after completing a turn.