CAN'T STOP

The video game

Fully Dressed Use Case Description

Set Up a Game

Banana inc.

Primary Actor:

Player

Stakeholders	Interests
Players	want to roll dice, want to choose two dice pairs, want to choose whether to keep going or end the turn, want to see the results
Parents and guardians of young players	want the gameplay to be easy for children

Preconditions:

A game of *Can't Stop* has been set up, and it is the player's turn.

Success Guarantee (Postconditions):

The game's state updates to reflect the player's move.

Main Success Scenario:

1. The player rolls the dice. *[Alt1: The user decides to save game]*
2. The system generates 4 random dice rolls.
3. The system requests two pair combinations from the player.
4. The player gives their preferred pair combination. *[Alt2: Player provides an illegal pair combination] [Alt3: No runners at both locations]*
5. The system moves runners accordingly.
6. The player decides whether to continue their turn by rolling again or to stop and end their turn. *[Alt 4: The user decides to continue their turn]*
7. The system replaces the runners with the player's markers
8. The next player's turn begins.

Alternative Flows:

ALT 1: THE USER DECIDES TO SAVE GAME

- The system requests player for a location to save.
- The system stores the current game state in a save file.

ALT 2: PLAYER PROVIDES AN ILLEGAL COMBINATION

- The system gives requests user to provide a legal combination.
- Flow resumes at Main Success Scenario Step 3.

ALT 3: THE USER DECIDES TO CONTINUE THEIR TURN

- The player has gone bust.
- The system removes player's markers.
- Flow resumes at Main Success Scenario Step 8.

ALT 4: THE USER DECIDES TO CONTINUE THEIR TURN

- Flow resumes at Main Success Scenario Step 1.

Exceptions:

- The game closes unexpectedly in the middle.
- If the player closes the game window in the middle of their turn, the system prompts the player asking if they want to save the game.

Special Requirements:

- Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g. color blindness).
- The markers on the game board should have text descriptors for their colors for color vision deficiencies.

Open Cases:

- How to implement computer player turns?
- How the game state will be saved and resumed?