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CS471HwUseCase
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Name
Tic-tac-toe Move

Description
Player makes a move

Actors
-Player
-Opponent

Preconditions
-Game has been started
-User1 and User2 both active

Main Sequence
1. Player attempts to make a move by selecting a space
2. Check if Invalid(If yes goto AS: Invalid)
3. Check if move won game(If yes goto AS: Winning)
4. Apply visual indicators of move to board(Dependent on which user is currently the Player)
5. Indicate that it is now the Opponent's turn
6. Start main sequence again for Opponent's move

Alternate Sequence: Invalid move
1. Discard any changes made to the board state by this action
2. Inform player that move was not allowed
3. Reset to beginning of main sequence

Alternate Sequence: Winning move
1. Stop any further changes to the board
2. Inform the player that they won the game
3. Prompt current user to play again or quit