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| **Use Case** | |
| Use Case Title | Play Game |
| Summary | Main Use Case which defines the game. |
| Actor(s) | Players |
| Pre-conditions | Program Started, |
| Main Success Scenario | 1. Initialise 2. Wait for user input 3. User selected to start game \* 4. Player move start, start Timer 5. Active player Selects Piece\* ( may have to be select tile, then handle) 6. Active player Select Move\*\*\* 7. If active player White, make active player Black, go to 4 \* 8. If game is not finished, go to 4 (turn is greater than zero) \* |
| Extension | 2.a.i. User update Turn  2.a.ii. User wishes to Start Game, go to 3  5.a.i. Player move time is up from Timer, go to 7  6.a.i. If Active Player B, decrement turn, go to 7  6.b.i. Player move time is up from Timer, go to 7  6.c.i. Active player selects a piece, go to 5  7.a.i. Game finished (Turn equals zero)  7.a.ii. Read Score  7.a.iii. Determine Winner  7.a.iv. Output Winner Banner  7.a.vi. Wait for user to select finish, go to 1 |

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| **Use Case** | |
| Use Case Title | Initialise |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario | 1. Reset Chess Board 2. Reset Score 3. Unlock Turn 4. Return to Play Game, 2. |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Start Game |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario | 1. Lock Turn 2. Set active player to White 3. Return to Play Game, 4 |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Timer |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario | 1. Start/Restart Timer 2. Return to Play Game, 5 \* |
| Extension | 2.a.i. Time out  2.a.ii. Output timeout display  2.a.iii. Clear moves from Chess Board  2.a.iv. Return to Play Game, go to 7 |

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| **Use Case** | |
| Use Case Title | Select Piece |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario | 1. Active player selects a tile on Chess Board 2. Tile contains active player piece/s \* 3. Tile has one piece \* 4. Get the Moves for the piece 5. Pass moves to Chess Board 6. Return moves to Play Game, go to 6 |
| Extension | 2.a.i. If tile doesn’t contain active players pieces, go to 1  3.a.i. Tile has more than one piece  3.a.ii. Prompt player for Combine  3.a.iii. For selected pieces get the required Moves, go to 5 |

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| **Use Case** | |
| Use Case Title | Select Move |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario | 1. Active player selects move on Chess Board 2. If non-active player piece at final tile, Take Piece 3. Move complete, Return to Play Game, Go to 7. |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Chess Board |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario | 1. Received command from Initialise\* 2. Received command from Timer\* 3. User clicks on a tile of the Chess Board\* 4. Received command from Select Piece\* 5. Received command from Select Move\* |
| Extension | 1.a.i. Reset Chess Pieces  1.a.ii. Go to Initialise, 2  2.a.i. Clear available moves  2.a.ii. Go to Timer, 2.a.iv  3.a.i. If Select Piece a waiting selected tile, go to Select Piece, 1  4.a.i. If Select Piece passed moves, store and update to board  4.a.ii. Go to Select Piece, 6  5.a.i. Pass selected non-active player pieces on final tile to Select Move  5.a.ii. Remove non-active player pieces on final tile  5.a.iii. Move selected piece to final tile  5.a.iv.. go to Select Move, 1 |

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| **Use Case** | |
| Use Case Title | Moves |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Take Piece |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Score |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |
| **Use Case** | |
| Use Case Title | Barrier |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Knight |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Rook |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |

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| **Use Case** | |
| Use Case Title | Bishop |
| Summary |  |
| Actor(s) |  |
| Pre-conditions | Play Game |
| Main Success Scenario |  |
| Extension |  |