End Game Controller Requirements Spec2

Image2.png

Dolly

# Image0.png End Game Controller

## Scenarios

| Scenario |
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| 1. Image1.pngChess Game Model - getEndGameDetail(winner:player, score:score) |
| 2. Image1.pngEnd Game View - displayEndGame(winner:player, score:score) // wait for return of player click (could use listener) |
| 3. if Image1.pngEnd Game View - endGame.Button() == restart |
| 3.1. go to Image1.pngChess Game 3 |
| 4. else |
| 4.1. go to Image1.pngChess Game 7 |
| 4. end if |