

Team 16 - Use Cases

Start Game:

Step	User's Action	System's Response
1	Boots up program	
2		Prompt user with two buttons to select a color board
3	User selects board color	
4		Close color choice window
5		Open new window with two buttons to select a text font style
6	User select font style	
		Close font style choice window
7		Display tic-tac-toe board with chosen color and font

Playing Game:

Step	User's Action	System's Response
1	Player 1 places X in a square	
2		Selected button shows an X and disables
3		State it is player 2's turn
4	Player 2 places O in a square	
5		Selected button shows an O and disables
6		State it is player 1's turn

Undo:

Step	User's Action	System's Response
1	Player clicks undo button	
2		Reset board to state before player placed X/O
3		Increase Player1/2 undo count by 1
4		If Player1/2 undo count reaches 3, disable undo button until next player places down their X/O
5	Player places X/O in a square	
6	Next player places X/O in a square	
7		Both players undo count is reset to 0

Winning the Game:

Step	User's Action	System's Response
1	Player places winning X/O	
2		Check the board to determine winning state
3		If winning state, disable all squares & buttons
4		Announce the winner where displaying player turn