Take a Turn

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to be presented with available pieces, wants to be shown a hint or given the option to disable hints, wants to be alerted if potential move is viable.

Preconditions:

- The player has initiated the game.

Success Guarantee (Postconditions):

- Player places a piece on the board. The piece is removed from the player's available pieces. The player's turn ends and the next player's turn begins.

Main Success Scenario:

1. Player is presented with a list of available pieces. *[Alt1: No pieces remaining]*
2. Player selects the piece that they want to place on the board.
3. Player chooses a location on the board where they want to place their piece. *[Alt2: Unable to place piece]*
4. The piece is successfully placed on the board and displayed as such.
5. Player's available pieces are updated.
6. Player's turn has ended, and waiting for the next player to make a move.

Alternative Flows:

Alt1: No pieces left

1. The player is awarded a win as they have no pieces left to play.

Alt2: Unable to place piece

1. If on the first turn, player is alerted that their piece must be placed in a corner of the board.
2. Otherwise, player is notified that the piece must be placed at a corner of a piece of the same colour/style.

Exceptions:

- If at any time the player is attempting to make an invalid move then the system alerts the to the player the reason for invalidity.

Special Requirements:

- Colour of playing pieces must be described/modified in order to cater to players with vision deficiencies.

Open Issues:

- How will we describe the colour of the pieces?
- What is the best option for notifying the player of an invalid move?