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 a game

Success Guarantee (Postconditions):

- Player lays piece on the board. Piece is removed from players available pieces. Players turn ends and next players turn begins.

Main Success Scenario:

1. Player is presented with list of available pieces. *[Alt1: No pieces left]*
2. Player chooses piece that they want to place.
3. Player chooses location in which they want to place their piece on the board. *[Alt2: Unable to place piece]*
4. Piece is placed on the board.
5. Players available pieces are updated.
6. Players turn ends.

Alternative Flows:

Alt1: No pieces left

1. The player is awarded a win as there are no pieces left to place.

Alt2: Unable to place piece

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

Exceptions:

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

Special Requirements:

- Colour of playing pieces must be described in order to cater to players with colour vision deficiency

Open Issues:

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