Use case: play mancala game

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| Steps | User Action | System response |
| 1 | Run application(mancala game) |  |
| 2 |  | prompt user for “how many stones per pit?” |
| 3 | User choose’s 3 or 4 stones |  |
| 4 |  | Displays Mancala game with specified stones per pit |
| 5 | Player A chooses pit to be moved |  |
| 6 | Player B chooses pit correspondly to Player A |  |
| 7 | Player A chooses pit to be moved correspondly to Player b |  |
| 8 | Player B chooses pit to their prerogative to satisfaction relative to player A |  |
| 9 | Pattern continues until... |  |
| 10 |  | Displays winner prompt when Player A or Player B no longer has any stones on their side of mancala board |

Use Case: change theme

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| Steps | User Action | System Response |
| 1 | Run application(mancala game) |  |
| 2 |  | prompt user for “how many stones per pit? |
| 3 | User choose’s 3 or 4 stones |  |
| 4 |  | Displays Mancala game with specified stones per pit |
| 5 | User decides theme is not to their emo eccentric sophisticated personality and decides to use the dark theme and clicks menu bar “view” -> “theme 2” |  |
| 6 |  | Displays “emo mancala game board” |
| 7 | Player A chooses pit to be moved |  |
| 8 | Player B chooses pit correspondly to Player A |  |
| 9 | Player A chooses pit to be moved correspondly to Player b |  |
| 10 | Player B chooses pit to their prerogative to satisfaction relative to player A |  |
| 11 | Pattern continues until... |  |
|  |  | Displays winner prompt when Player A or Player B no longer has any stones on their side of mancala board |