Use Case Name: Playing game

Actors: User

Flow of Events:

1. How & When Use Case Starts & Ends

1.1 Use Case begins when player runs .exe file.

1.2 The game ends when the player wins or hits the exit button at the top of the screen.

2. Normal Flow

2.1 The system sets up the game board.

2.2 The system makes sure that all kings are found in the deck and placed as the first card in a column. (S.1)

2.3 Once the game board is set up the user must be able to select the top cards of a stack and move it. (S.2) (E-1) (E-2)

2.4 The Game is won when the player has moved all cards to the tableaus in the proper order.

3. Subflows (if applicable)

S.1 System checks to make sure multiple kings are not located in the same column.

S.2 Player can place the card on another stack or on one of the tableaus.

4. Exceptional Flow

E-1 If the player does not place the card they are moving on a card of higher value then the card will be rejected from the stack and returned to its original place.

E-2 If the player places a lower value card on one of the higher value cards or card of a different suit located on the tableaus the card will be rejected from the stack and returned to its original place.

Use Case Diagram

