

Group 11 Iteration 2 Fully Dressed Use Case Description

Make A Bid

Primary Actor: User and those playing with

Stake Holders and Interest:

User/Players – wants to be able to have a turn to try and score points

Pre-Conditions:

- A game must already be started

Post-conditions:

- A Player will have made a bid on the move they are about to try to complete

Main Success Scenario

1. The player who wants to make a move tells the user interface
2. The UI sends the players information to the system which then ask for the amount of moves the player would like to make
3. The UI prompts the player for the amount of moves they would like to make
4. The player enters in the amount of moves
5. The UI sends this data to the system
6. The system starts the timer and the player is allowed to move

Alternative Flows

- At any point the game can be saved and exited
- The player cancels their turn instead of entering the amount of moves they want to make

Exceptions:

- When prompted the player enters in an incompatible data type
- The player enters in a number higher than the maximum int value in Java
- A move is already in progress when another player tries to make a move

Special Requirements:

- The way to let the UI know you want to move must be understood by the colorblind

Open Issues:

N/A