

USE CASE NAME: Make a move

Group 11.

Primary Actors:

- Users (four players)

Stakeholders and Interest:

- Any of the four players that makes bids on moves

Preconditions:

The system has offered a chance to make a move.

Postconditions:

The system moves the piece in desired direction.

Main Success Scenario:

- Main success scenario is the player has the option to move to 4 different directions to reach their target. (east, west, south, north)
 1. The system gives the player (Human/Robot) 4 direction options to move the game piece.
 2. The player selects a direction
 3. The system registers the selected direction
 4. The system allows the game piece to move the selected direction (counting it as 1 move)
 5. (Alternative scenario: the game piece hits a wall or barrier)
 6. The game piece is then set at its new location and the system portrays that to its users/players

Alternative Scenario:

- The player moves the game piece to any direction but is met with an obstacle
 1. The system counts all the moves taken by that player
 2. The System registers the number of moves for the scoreboard
 3. The system recognises that the players game piece hits a barrier
 4. The system checks if the piece and the barrier are the same colours
 5. The system redirect the players piece to the direction of the barrier (only if it's the same colour)
 6. The system does not redirect the players piece if the barrier and the game piece are not the same colour. The piece just stops at the barrier and treats it as a wall and cannot go pass.

Exceptions:

- No exceptions

Special Requirements:

- For players with visual deficiencies, the system will operate the same. However, instead of colour differentiation, the system will use string text

Open Issues:

- A user exits the game without saving
- User has difficulty with colour differentiation.