Computer 2005 Group 11 Iteration3

Use Case Description: Make a bid

Primary Actors: Users who are playing the game.

Stakeholders and Interests:

User and those playing with the user – would like to save their game for to later resume

Precondition:

User has already selected the board and target chip is displayed.

Postcondition (success guarantee):

The System offers the user to make a move.

Main Success Scenario:

1. The System ask the user to make a bid.
2. The user makes a bid.
3. The System validates the move. (Alt: 1)
4. The System provides enough time for other users to make the bid.
5. The users make a bid.
6. The system validates the move. (Alt:2)
7. The system offers to make a move to the user with the lowest bid.(Alt: 3)

Alternative Flow:

1) The system asks user to enter the valid move if the user has entered invalid move. Flow resume step1.
2) The system asks user to enter the valid move if the user has entered invalid move. Flow resume step4.
3) The system skips the turn if no bid has been made.

Excception:

1) No Exception.