

Use Case 1:

- Creating Coin

Primary Actor:

- The player

Goal:

- Creating a coin to do things

Stakeholder List:

- The bag
- The cup

Initiating Event:

- None

Main Success Scenario:

- Providing a description(denomination) about the coin
- A coin is created based on description(denomination)

Post Conditions

- There is a coin with certain description been created

Alternate Flows or Exceptions

- No description been provided, create an error message

Use Case 2:

- Creating die

Primary Actor:

- The player

Goal:

- Creating a die to do things

Stakeholder List:

- The bag
- The cup

Initiating Event:

- None

Main Success Scenario:

- Providing a description(colour, sides) about the die
- A die is created based on description(colour, sides)

Post Conditions

- There is a die with certain description been created

Alternate Flows or Exceptions

- No description been provided, create an error message

#### Use Case 3:

- Putting coins / dies into bag

#### Primary Actor:

- The player

#### Goal:

- Putting coins / dies been created into player's bag

#### Stakeholder List:

- The bag
- The coin
- The die

#### Initiating Event:

- There are some coins been created
- There are some dies been created
- There is a player exits

#### Main Success Scenario:

- Adding all coins and dies into the player

#### Post Conditions

- The bag has coins and dies in it

#### Alternate Flows or Exceptions

- None

#### Use Case 4:

- Adding items into the cup

#### Primary Actor:

- The player

#### Goal:

- Adding items based on description into the cup from bag

#### Stakeholder List:

- The bag
- The cup

#### Initiating Event:

- There are some items in the bag
- There is a clutch(acting as hand) object exit
- There is a player exits

#### Main Success Scenario:

- Player providing a description about the item player wishes to add in cup
- Looping through all items in bag and selected the one match description
- Adding the selected items into a clutch object
- loop through all items in clutch object and add all of them into bag
- empty the clutch object

#### Post Conditions

- The cup has items in it

#### Alternate Flows or Exceptions

- No item in bag matched the description, return a message

Use Case 5:

- throw the cup

Primary Actor:

- The player
- The cup

Goal:

- Throw all items in the cup on the group

Stakeholder List:

- The coin
- The die

Initiating Event:

- There are already coins / dies loaded in the cup

Main Success Scenario:

- Player throw the cup
- All items in the cup either flip or roll
- Store the result in a throw object
- Clear the cup
- Return the item in the up back into bag

Post Conditions

- throw object holds all result is returned

Alternate Flows or Exceptions

- None

Use Case 6:

- sum the result

Primary Actor:

- The player

Goal:

- Adding the results in throw object

Stakeholder List:

- The throw objevt

Initiating Event:

- There are already some Throw objects exists

Main Success Scenario:

- Providing a description about the items
- Looping through all items in throw object and select the item match the description
- Adding the up sides result together
- return the sum and store it as most recent report result

Post Conditions

- None

Alternate Flows or Exceptions

- No item matched, display an error message

