# Use Case Description "Take a Turn"

| Use case | Take a Turn |
|---|---|
| Primary Actor | Players |
| Secondary Actor | None |
| Pre-conditions | A round chip is randomly selected. |
| Post-conditions | A specific coloured robot is moved to a specific marked region. The round chip indicates the colour of the robot to move and the marked region. A player collects the chip at the end of the turn. |
| Main Flows | 1. A round chip is selected randomly.<br>2. Players identify which robot to move to the marked region as given on the chip. Also, players can get a hint, which robot to move and where to move, from hint functionality.<br>3. A player will state a possible number of steps for the robot to reach the destination.<br>4. Once a player states the number, he starts a timer for other players.<br>5. The timer is set for 1 minute.<br>6. Other players have to response with a smaller number of steps than the first player, if possible.<br>7. The player with the smallest number of steps, shows the steps.<br>8. The player collects the round chip. |
| Alternative Flows | 1. No chips available to select.<br>    • The system declares the player with the highest number of chips as winner of the game.<br>2. Other players couldn't response with a smaller number of steps within the required time.<br>    • The first player shows his steps and collects the chip.<br>3. The player with smallest number of steps stated can't show a correct path.<br>    • The player with the second smallest number of steps stated shows their steps and collects the chip. |

|  | • If the second player fails as well, then the player with the third smallest bid shows and collects the chip and so on.<br>4. None has the right path or correct numbers; the only bidder can't match the stated number of steps or can't place the robot properly.<br>    • (Don't the solution as of now, depends on the program) |
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| Exception | 1. If a player closes the program at the middle of the game, the system recognizes and shows a message that he lost regardless of the number of chips he collected. |
| Special Requirements | 1. Asks for the level of difficulty from the users.<br>2. Provide support for people with vision deficiency. |