Use Case Description “Make A Move”

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| Use Case | Make A Move |
| Primary Actor | User |
| Secondary Actor | None |
| Stakeholder & Interest | Player- Selecting the squares and the robots to move the robots. |
| Pre-conditions | The player has placed the smallest bid among all the players. |
| Post-conditions | The player moves the robot to its desired destination (marked region). |
| Main Flows | 1. The system provides an opportunity to the user to select a robot to move. 2. The user selects the robot to move. 3. The system requests the user to select the square where the robot will move. 4. The user selects the square where he/she wants the robot to move. 5. The system checks if it’s a valid move (*Alternative Scenario: The move isn’t valid).* 6. The system confirms the validity of the move and changes the place of the robot to the selected square. 7. The system increments the number of moves by the user. 8. The system allows the use case to repeat until the specific robot moves to the specific region. |
| Alternative Flows | 1. The move is not Valid.  * The system informs the user that the provided move isn’t valid and requests to select another square. |
| Exception | 1. If a player closes the program at the middle of the game, the system recognizes and shows a message if the user wants to save the game or finish it? If the user wants to save the it the system will save the game progress. Otherwise the system announces the player with the highest number of collected chips as winner. |
| Special Requirements | 1. Provide support for people with vision deficiency. |
| Open Cases |  |