**Chess extra use case**

**Use case name:** Proposed movement is correct

**Use case goal:** Move the appropriate piece to the appropriate place following the rules

**Actors:** Player

**Preconditions:**

- Player’s turn

- Two players subscribed, and correctly logged in, and having agreed to play a game.

- System properly initialized.

**Postconditions:**

* The turn is given to the other player.

**Basic flow:**

1. Player selects a chess chip.
2. System detects the type chess chip
3. User selects a position
4. System checks the final position
5. System count the number of rows and columns of difference with respect to the initial position.
6. System checks if the movement (final pos – initial pos) is in its data base of valid movement (valid distance) for the moved chess chip.
7. System check that there is no other chess chip interfering in the path
8. System executes the movement and stores the position of the chess chip.

**EXTENSIONS (Alternative Flow)**

1.a. Selects the other player chess chip

1. Notify the user this is not his piece.

2. Return to step 1 of basic flow

6.a. The movement it is not valid.

1. Notify the user.

2. Return to step 1 of basic flow

7.a. The path that the chess chip follows it is blocked.

1. Notify the user.

2. Return to step 1 of basic flow