Primary Actor: Player

Stakeholders and Interests:

Player: The player wants their taken actions to be valid. They want to make a multiple move, single move, or reserve move. The player wants to see their in-game stats . The player wants their specific display settings active during their turn and not otherwise.

Preconditions:

The game must have started in a valid configuration.

Success Guarantee:

During their turn, the player is able to make a single move, multiple move or a reserve move. And the next player's turn will be chosen automatically.

Main Success Scenario:

1. The system chooses a player at random to start the game and assigns their color accordingly.
2. The system displays the current player's name on top of the screen.
3. The player clicks on their token to make a move. [Alt1: Reserve Move]
4. The system indicates that the token has been clicked and shows all the possible moves. [Alt2: Multiple Move]
5. The player selects their move from the options available.
6. The system executes their move, and then updates the board and all the in-game stats accordingly. [Alt3: Capture & Reserve]
7. The system then chooses the next player's turn in a clockwise direction. [USE CASE ENDS]

Alternative Flows:

Alt1: Reserve Move

1. The player clicks on the "Play from Reserves" button to make a move.

2. The system highlights the whole board to show all the available options.

Alt2: Multiple Move

1. The player clicks on a stack of tokens with their token on top.
2. The system shows a context menu to let the player choose how many tokens they want to move.
3. The player clicks on their desired number.
4. The system shows all the possible moves.

Alt3: Capture & Reserve

1. If the executed move creates a stack of more than 5 tokens, then the system will remove the excess tokens from the bottom of the stack.
2. If any of the excess tokens belong to the player themselves, then those tokens will be moved to the reserves. The rest will be eliminated from the game or will be captured.

Exceptions:

None.

Special Requirements:

None.

Open Issues:

None.