

Group #4

Iteration #2

Make A Move

A Use Case Description

Primary Actors:

- The player that is currently taking the turn, It can be any of the four players playing a game.

Stakeholders and Interests:

- Anyone playing the game, making guesses on how many moves a turn is completed in.

Preconditions:

1. The game board gui is loaded.
2. The game board type is chosen.
3. The players names are selected.
4. The game difficulty is chosen.

Postconditions:

1. The player who's taking their turn reaches the goal and collects the target chip.

2. The player moves to another non goal position on the board.

Main Success

Scenario:

- The main success scenario involves the player reaching the goal and collecting their chip.
 - a. The system gives the user the opportunity to select a direction to move the game piece.
 - b. The user selects a direction.
 - c. The system checks if the piece is able to move from the current position in the selection direction.(Alternative Scenario 1: Piece cannot move in that direction)
 - d. The system moves the piece in the selected until it hits an obstacle. (Alternative Scenario 2: The piece hits a barrier)
 - e. The system records the new position of the piece and displays it to the user.
 - f. The system increments the count of moves taken.
 - g. If the goal state is not found, the system allows the user to make another move (return to step b)
 - h. The system records the total number of moves taken.

Alternative Flows:

Alternative Scenario 1:

- a. The system alerts the player that they've attempted an invalid move.
- b. The flow restarts from step "a" of the MSS.

Alternative Scenario 2: The user makes a valid move but encounters a barrier tile of another player's color.

- a. The system discovers the players' piece hits a barrier.
- b. The system checks if the barrier is of the same color as the players' piece.

- c. The system changes the direction of the player's tile relative to the direction of the barrier. (if it is a different color)
- d. The flow continues on from step “d” of the MSS.

Exceptions:

- If the player runs out of time without collecting the goal tile, then no points are awarded and the game is continued with the next turn.

**Special
Requirements:**

- There are no special requirements to note about Make A Move.

Open Issues:

- What happens when the move results in a target chip and ends the game.