

Decision Table for Checkers Game with Use Cases

Case	Current Player	Square Type	Clicks	Valid Player	Selected	Multiple Jump	Submit Multiple Jump	Valid Move	Valid Jump	Action
1	Player 1	Player 1	1	TRUE						Select square
2	Player 1	Player 2	1	FALSE						Nothing happens
3	Player 2	Player 2	2	TRUE	TRUE					Deselect square, Reset clicks
4	Player 1	Empty dark	2		FALSE	TRUE			TRUE	Add this move to the multiple jump list, decrement clicks
5	Player 1		2		FALSE	FALSE	TRUE		TRUE	Loop through multiple jump list, Move piece, Remove opponent pieces, Reset clicks, Change current player
6	Player 2	Empty dark	2		FALSE	FALSE	FALSE	TRUE		Move piece, Reset clicks, Change current player
7	Player 2	Empty dark	2		FALSE	FALSE	FALSE	FALSE	TRUE	Move piece, Remove opponent piece, Reset clicks, Change current player