

Fully Dressed Use Case Description: Take a Turn (Move)

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| Actors: | Player: Human players(Primary) |
| Brief Description | Describes the process used for a player to take a turn once a new game is set up and initiated. |
| Stakeholders | Players: want to continuously take turns sequentially until games win requirements have been met. Developers: are likely to work with the code to fix bugs and introduce new features. |
| Preconditions | <ol style="list-style-type: none">1. Game must be set up and initiated.2. Number of players selected – human or A.I.3. Color of pawns chosen.4. Level of difficulty chosen.5. Player order must be determined. |
| Postconditions | The player's turn must be made by the system as chosen and the system should move to the next turn. |
| Main Success Scenario | <ol style="list-style-type: none">1. Once the order of player turns has been calculated, it is then displayed to users.2. The Player whose turn it is selects the pawn to move.[Alt1]3. Player selects which path to take and where to place the pawn. [Alt2]4. System validates the destination square.5. System moves the piece and calculates the moving location. [Alt3] |

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| | <p>6. System displays the moving result.</p> <p>7. System moves to the next players turn.</p> <p>8. Flow continues from step 2 .</p> |
| Alternate Flows | <p>Alternative Flows:</p> <p>1. The pawn chosen cannot be moved/does not belong to the player.</p> <p>2. In the event of a player having no possible valid moves, the player can choose to skip turn to the following player.</p> <p>3. If a player lands on another player, the player who was originally on that tile, goes back to starting position in game.</p> |
| Exception Path. | <p>4a. Destination square is not valid.</p> |