

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

Actors:	Player: Human players or computer 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	Must be the player's current turn.
Main Success Scenario	<ol style="list-style-type: none">1. Use case is activated once game is initiated.2. The order of the players turns is determined by random dice roll, the highest going first.3. Once the order of player turns has been calculated, it is displayed then displayed to users.4. Players can choose to roll to move their pawns, or skip turn if there are no valid moves.5. Player selects which path to take and which path to place the pawn.6. System validates the destination square.7. System moves the piece and calculates the moving location.

	8. System displays the moving result.
Alternate Flows	<p>Alternative Flows:</p> <ol style="list-style-type: none"> 1. If a new game is started before a player ends turn, go back to step 3 in the basic flow. 2. In the event of a player having no possible valid moves, the player can choose to skip turn to the following player. 3. If a player lands on another player, the player who was originally on that tile, goes back to starting position in game.
Exception Path.	4a. Destination square is not valid.