Use case 1: Roll and Move

The user rolls the die. The system retrieves the number of the die and displays it to the user. The user decides which path to choose and where to place the pawn. The system checks whether the spot chosen matches the die count. The chosen pawn is moved to the chosen spot in the board by the system.

Use case 2: Land on Opponent

The user rolls the dice. The system retrieves the number of the die and displays it to the user. The user decides to place one of its pawns onto a spot where a pawn of another user already exists. The system checks whether the correct count can be used to place the pawn there. The system then puts the user's pawn onto that spot and takes back the other user's pawn back to its starting point.

Use Case 3: Land on Barricade

The user rolls the die. The system retrieves the number of the die and displays it to the user. The user decides to place one of its pawns onto a barricade. The system checks whether the count of steps and die number matches. The system checks whether a barricade exists in that spot. The system allows the user to place its own in that spot. The user places the removed barricade to a new spot. The system checks whether the spot chosen for the barricade is empty. The system places the barricade in that spot. The turn goes to the next player.

Use case 4: The winning move

The user rolls the die. The system retrieves the number of the die and displays it to the user. The user decides to place one of its pawns to the top spot of the board. The system checks whether the count to the top matches the number on the die. The selected pawn is placed there by the system. The system declares the current user as the winner.