Barricade moves Use Case Description

Primary Actor: Player

Stakeholders and Goals:

- Player- wants to move capture and move barricade to any of the allowed spaces.

Preconditions:

- The player must have started or continued a game.
- It must be the player's turn.

Postconditions:

- The barricade is captured and moved as chosen by the player.

Main Success Scenario:

1. The Player moves the pawn of choice depending on the dice number.[Alt1]
2. The pawn lands on a barricade. [Alt2]
3. The Player captures the barricade and can now move it anywhere expect the houses and the bottom most row.
4. The Player places the barricade in a place of choosing.

5. The system records the moves of the pawn and the barricade.
6. The system displays the turn and moves on to the next turn.[Alt3]

Alternative Flows:

Alt1: There is no pawn outside the house.

In this case, the player first needs to get a pawn outside the house.

Alt2: The pawn does not land on the barricade.

If this happens, the barricade cannot be captured. If the player has no other play and is blocked by a barricade, then he/she must forfeit their current turn.

Alt3: The player(s) may quit or save and quit the game at any point.

Exceptions: If the player tries to move the barricade to a point that is not allowed, the game informs them to choose a valid space.

Open Issues:

- Implementing barricade moves with all rules in mind.

- Making differences in barricade moves made by the computer depending on difficulty.