

Taking Out a New Pawn Use Case

Description

Primary Actor: *Player*

Stakeholders and Goals:

- *Player- wants to move a chosen pawn to a specific spot among the allowed spaces on the board from the house.*

Preconditions:

- *The player must have started a new game or loaded a game after successfully launching the application.*
- *It must be the player's turn.*
- *There should be at least one pawn inside the house.*
- *The player must be aware that the first space counted by any pawn is the space immediately above the house.*

Postconditions:

- *The pawn is moved to the allowed spot as chosen by the player.*

Main Success Scenario:

1. *The system rolls the dice and displays the number on the dice to the player.*

2. *The Player moves a pawn of choice from the house depending on the dice number. [Alt1: The player decides to skip this turn]*
3. *The pawn lands on another player's pawn.*
4. *The Player captures the opponent's pawn and the captured pawn has to return to its starting point.[Alt2: The player decides to save and quit the game]*
5. *The system displays the capture and reposition of the opponent's pawn.*
6. *The system records the moves of the player's pawn.*
7. *The system displays the new positions of the pawns and moves on to the next player's turn.*
8. *The use case ends.*

Alternative Flows:

Alt1: The player decides to skip this turn.

If this happens, the player's turn is nullified, and the game goes to the next player.

Alt2: The player decides to save and quit the game.

If this happens, the system saves the game and closes the game window.

Exceptions: *If the player tries to move the pawn to a point that is not allowed (like crossing a barricade without landing on it), the system informs the player to choose a spot that is allowed.*