

Use Case: Start Game

Primary Actor: Player

Stakeholders and interests:

- Player: Wants to start a game, and have the ability to play with any number of human or computer opponents
- Other Players: Want to be able to be included in a game

Preconditions: Player has access to the game

Success Guarantee: A game starts with the specified number of human and computer players

Main Success Scenario:

1. The user selects to play a game
2. The system displays options for how many human and computers are playing
3. The user selects the number of human and computer players
4. The system displays options for difficulties for computer players [Alt1: no computer players]
5. The user selects a difficulty
6. The system provides options for visual impaired players
7. The user selects any options needed
8. The system displays the selected game scenario for the user to confirm
9. The user confirms the information is correct and starts the game [Alt2: the user says the information is incorrect]
10. The system initiates a game

Alternative Flows:

Alt1: no computer players:

1. Flow resumes at Main success scenario 6

Alt2: the user says the information is incorrect:

1. Flow resumes at Main success scenario 2

Exceptions:

If the system is unable to initiate the game, it attempts to find the reason for the failure, informs the user, and the use case ends.

Special requirements:

- Customization of game colours to aid players with visual disabilities

Use Case: Take a Turn

Primary actor: Player

Stakeholders and interests:

- Player: wants to be able to make a valid move, and be able to cancel a move if they decide against it
- Other players: wants to be able to have the turn rotation flow properly

Preconditions: Player has access to the game

Success Guarantee: The move the player wants to make happens, and play moves to the next player

Main Success Scenario:

1. The server presents the player with their available pieces
2. The user selects a piece to play on the board
3. The user selects a place for the piece on the board [alt1: the placement is invalid]
4. The system requests that the user confirm their placement
5. The user confirms the placement [alt2: the user cancels the placement]
6. The system shows the piece on the board
7. The turn moves to the next player

Alternative Flows:

Alt1: the placement is invalid

1. The system informs the player that the placement is invalid
2. Flow resumes at main success scenario step 2

Alt2: The user cancels the placement

1. Flow resumes at main success scenario step 2

Exceptions:

If the system is unable to place the piece, it attempts to find the cause of the issue, informs the user, and restarts the use case

Special requirements:

- Ability to rotate pieces while going to place them