

## **Use case: flip and turn**

**Primary Actor:** Player

### **Stakeholder and interests:**

Player: want to flip and turn the pieces and place the pieces to the game board.

Developers: want flip and turn can be used properly during the process of the game

**Preconditions:** game have been initiated, every player can see all the piece they have and choose it.

**Success Guarantee:** all the player can choose the piece and flip or turn the piece they choose.

### **Main Success Scenario:**

1. player waits for his turn
2. player choose any pieces he has; system display the piece player choose.
3. player flip the piece he chooses (Alt1: player want turns left and right )
4. system displays the current status for the piece player choose (Alt2: player want to reset the piece)
5. player drag this piece to the position he wants a place on the game board
6. game board display this piece after the player drags it.
7. player confirm it (Alt3: player want to change the position of the piece)

### **Alternative Flows:**

Alt1: player turn left or right

1. when the player wants to turn left /right, pieces were rotated anticlockwise/clockwise.

2. player can choose turn left/right/reset again until the status of pieces meets what player want

3. flow resumes at main success scenario 4

Alt2: player want to reset the piece

1. player press another piece that he wants to choose

2. system shows the initial picture of the piece

3. flow resumes at main success scenario 3

Alt3: player want to change the position of the piece

1. player can drag it to another position.

2. player confirm it, this piece display in the game board

3. flow resumes at main success scenario 5

## **Exceptions**

if game board has no space for the piece that player choose, inform player choose another one.

## **Special requirements:**

Graphics for all the piece.