Name: Raymond Duncan

Project: Chesspionage

Use Case Documents: US-02, US-03, US-08

Use Case ID:	UC-02
Use Case Name:	Move Pieces
Description:	As a player, I need to be able to move pieces in their valid directions so that I can make moves to progress through the game
Actors:	Player
Preconditions:	1. Game pieces placed on board 2. Specific piece selected
Postconditions:	1. Piece moved corresponding to piece type 2. Player turn ends
Flow of Events:	

Actor Action	System Response
Player selects a piece	Valid moves displayed
Player chooses move from list of valid moves	Piece is moved to corresponding location Turn ends

Alternative Flows:	
Exceptions:	
Frequency of Use:	During player's turn
Notes and Issues:	

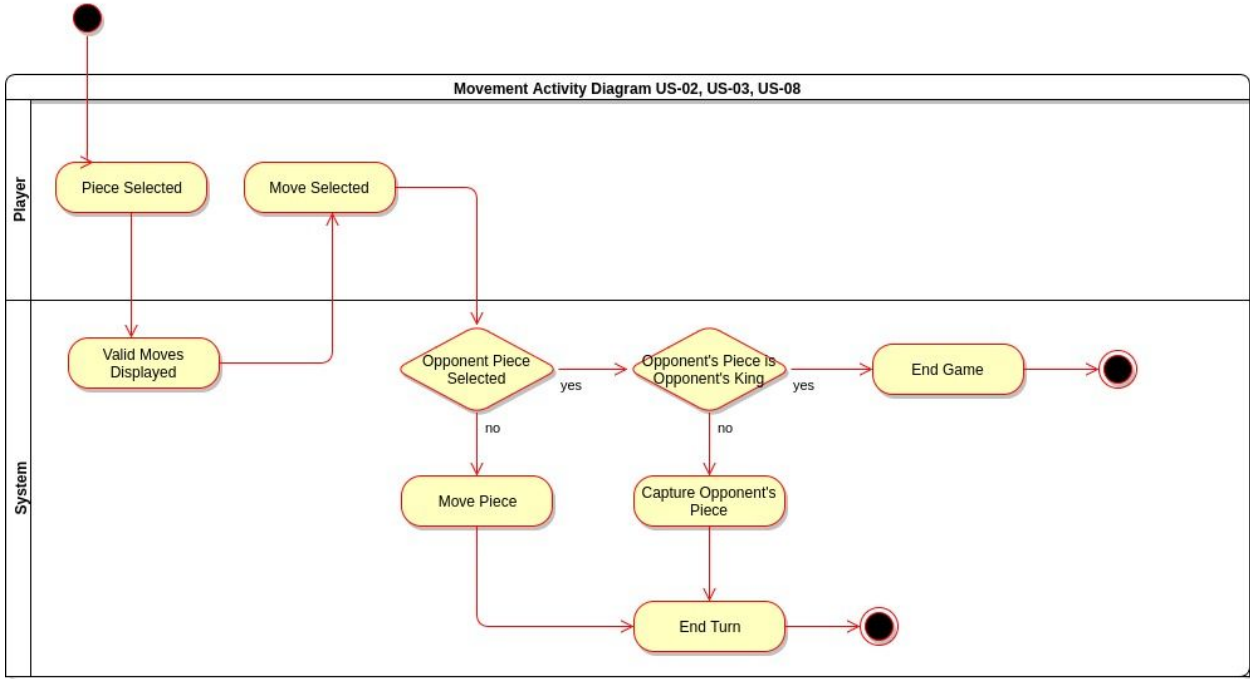| Use Case ID:	UC-03
Use Case Name:	Capture Opponent's Pieces
Description:	As a player, I need to be able to capture opponent pieces when I land on them so that I can progress through the game.
Actors:	Player

Preconditions:	1. Opponent's piece within valid moves list
Postconditions:	1. The opponent's piece is replaced with the user's piece 2. The opponent's piece is added to the list of captured pieces 3. Player turn ends

Flow of Events:		
	Actor Action	**System Response**
	Player selects a piece	Valid moves displayed
	Player chooses move piece to location of opponent's piece	Opponent's piece is moved to the captured pieces list and user piece takes its place on the board Turn Ends

Alternative Flows:	
Exceptions:	
Frequency of Use:	During player's turn
Notes and Issues:	

Use Case ID:	UC-08
Use Case Name:	Win game
Description:	As a player, I need to be able to win the game when I capture my opponent's king
Actors:	Player
Preconditions:	1. Opponent's piece is within valid moves list 2. Player chooses to capture opponent's piece 3. Opponent's piece is their king
Postconditions:	1. Player declared winner of the game 2. Game ends

Flow of Events:		
	Actor Action	**System Response**
	Player selects a piece	Valid moves displayed
	Player chooses move piece to	Opponent's piece is the king and

	location of opponent's piece	so the player is declared the winner and the game ends.

Alternative Flows:	
Exceptions:	
Frequency of Use:	During player's turn
Notes and Issues:	

Activity Diagram

Sequence Diagram

Requirement ID: US-02, US-03, US-08
Use Case ID: UC-02, UC-03, UC-08
Use Case Names: Move Pieces, Capture Opponent's Pieces, Win Game
Raymond Duncan

Description: This is a joint diagram of the movement related use cases. It
shows the interactions associated with moving a game piece