

Name: Vincent Mahathirash

Project: Chesspionage

Requirements:

US-04: As a player, I need to be able to hide the identity of my pieces so that my opponent cannot see them when we play locally on the same computer.

US-09: As a player, I need to be able to view the instructions for the Chesspionage variant so that I can know how to play.

US-10: As a player, I need to be able to place my pieces on open spaces in my back two rows at the beginning of the game so that I can properly setup the board before playing Chesspionage.

Use Case Documents:

Use Case ID:	UC-04		
Use Case Name:	Toggle Player Piece Visibility		
Description:	A player can click a button to toggle the visibility of their pieces to hide them from the second player during local multiplayer. The system also hides a player’s pieces once he or she has made their move.		
Actors:	Player		
Preconditions:	1. The player has started the application. 2. The player has started a two-player game. 3. The game board has been setup. 4. It is the player’s turn.		
Postconditions:	1. The identity of the toggling player’s pieces is obscured, showing circular disks rather than chess pieces.		
Flow of Events:	Actor Action	System Response	
	1. Player starts Chesspionage. 2. Player initiates a two-player game. 3. Player positions their pieces on their back two rows. 4. On the player’s turn, he or she clicks on the visibility toggle button.	1. The starting menu is displayed to the player. 2. A new screen showing the game board and the player’s placeable pieces is displayed. 3. The game begins. 4. The identity of the toggling player’s pieces are hidden.	
Variations:	4. On the player’s turn, he or she moves a piece in a legal move.		

Frequency of Use:	Frequently, at least once per player's turn.
Notes and Issues:	N/A

Use Case ID:	UC-09	
Use Case Name:	View Game Instructions	
Description:	A player can click a button to view instructions on how to play this chess variant.	
Actors:	Player	
Preconditions:	1. The user has started the application.	
Postconditions:	1. The system displays a window showing the rules of the game.	
Flow of Events:	Actor Action	System Response
	1. Player starts Chesspionage. 2. Player clicks the button labeled "How to Play" at the starting menu.	1. The starting menu is displayed to the player. 2. A window displaying the rules of the game is displayed to the player.
Variations:	N/A	
Frequency of Use:	Used at the player's discretion	
Notes and Issues:	N/A	

Use Case ID:	UC-10	
Use Case Name:	Setup Board at the Beginning of the Game	
Description:	A player can place any of their pieces on any open spaces in their back two rows to setup the game board at the beginning of a new game.	
Actors:	Player	
Preconditions:	1. The player has started the application.	

	2. The player has started a new game.		
Postconditions:	1. The board is set and the player(s) may begin playing.		
Flow of Events:	Actor Action	System Response	
	1. Player starts Chesspionage. 2. Player initiates a new game. 3. Player positions their pieces on their back two rows.	1. The starting menu is displayed to the player. 2. A new screen showing the game board and the player's placeable pieces is displayed. 3. The game begins.	
Variations:	N/A		
Frequency of Use:	At the beginning of every new game		
Notes and Issues:	N/A		

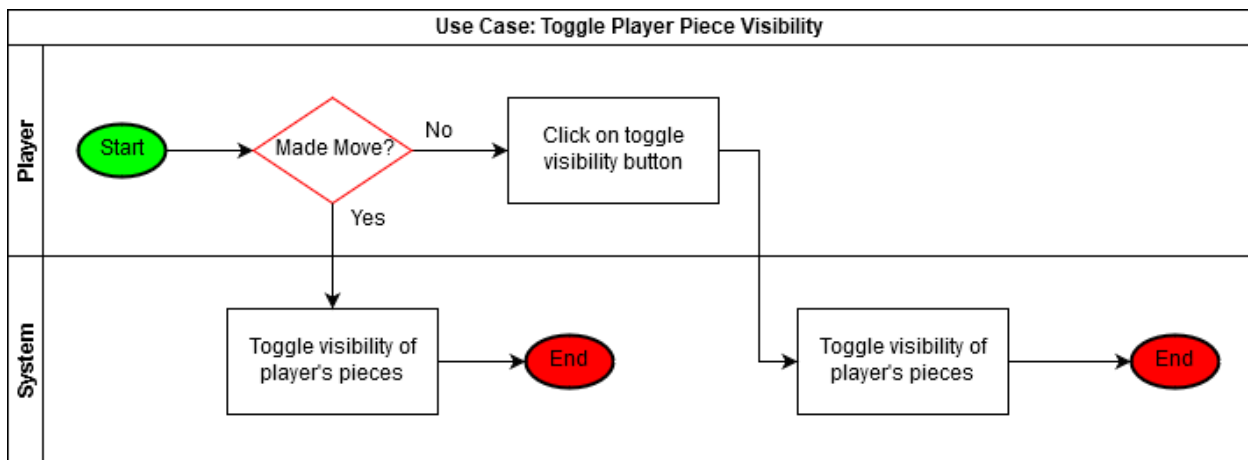
Activity Diagram:

Requirement ID #: US-04

Use Case ID #: UC-04

Use Case Name: Toggle Player Piece Visibility

Implemented By: Vincent Mahathirash

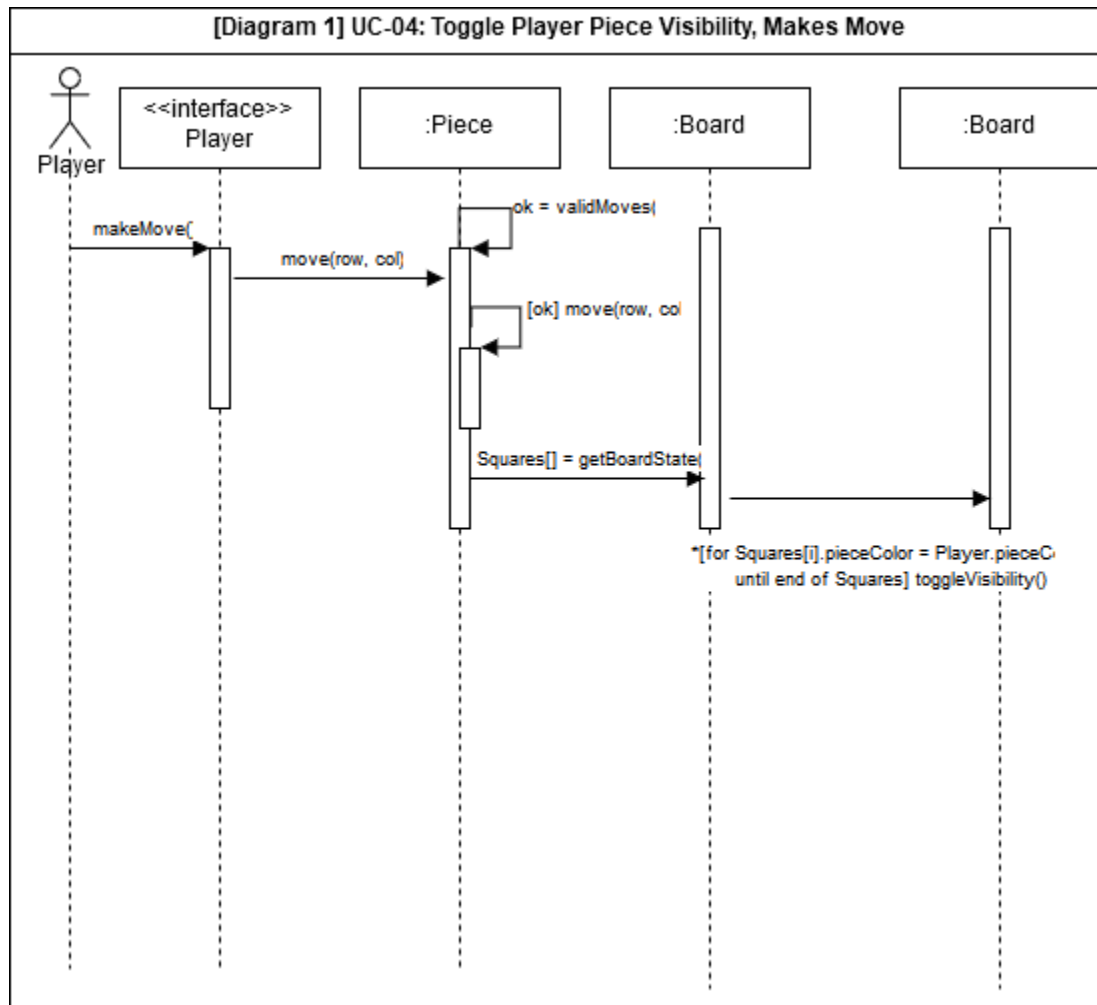


User Interactions:

Requirement ID #: US-04

Use Case ID #: UC-04

Use Case Name: Toggle Player Piece Visibility



[Diagram 2] UC-04: Toggle Player Piece Visibility, Toggle Button

