

Use Cases

Note Title

5/5/2014

- ① Initial Board Setup
- ② Undo last turn
- ③ Moving Stones

Use Case: Initial Board Setup

Step	User's Action	System's Response
1.	The user selects an option for his/her choice of theme	
2.		The System sets the theme of mancala board.
3.		The System asks the user to select his/her choice of starting stone number
4.	The user selects an option for his/her choice of number of starting start.	

5.

The system sets the starting number of stones in both user's pits.

Variation #1

1.1 In Step 2, the system checks if the user selected "Default Theme" or did not choose any theme, then the system assigns the default theme.

1.2 In Step 2, if the user selects "Fancy Theme", then the system assigns the fancy theme.

1.3 Continue to Step 3.

Variation #2

2.1 In Step 5, the system checks if the user selected starting stone to be '3' then the system places 3 stones in both user's pits.

2.2 In Step 5, if the user selects starting stone to be '4' or does not choose any starting stones then the system places 4 stones in the user's pits.

Use Case: Undo Last Turn

Step	User's Action	System's Response
1.	User presses "UNDO" button to revert the last turn.	
2.		The System restores the last turns data and repaints the mancala board.

Variation #1

- 1.1 In Step 2, the System checks if the user is allowed to revert the changes. The user is allowed to "undo" maximum 3 times.
- 1.2 If the user has used "undo" button less than three times then the system will restore the last state of mancala board and repaints it.
- 1.3 If the user has already used "undo" button then there will be no effect of "undo" button.

Use Case: Moving Stones

Step	User's Action	System's Response
1.	The user clicks on pits to move stones on the mancala board.	
2.		The System takes all the stones from clicked pit and places one stone in each pit anti-clockwise until the stones get over.

Variation #1

1.1	In Step 2, the system checks if the player clicked his/her own pit and it was his/her turn.
1.2	If the player clicks his pit, but it is not his turn then system ignores such click.
1.3	If the player clicks his own pit and it was his turn then the system moves the stones.