**Name: Chess app**

**Identifier** (*A unique identifier for this use case, e.g. UC10*): CA001

**Description** (*A* c*ouple of sentences or a paragraph describing the basic idea of the use case****):***

***An interaction by the user with the chess app allowing for a chess game to be played though, against an AI or another opponent***

**Goal** (*The business goal of the initiating actor*): entertainment, victory.

**Preconditions** (*List the state(s) the system can be in before this use case starts*)

1. Power to actors device
2. Actor’s app ready and running
3. Opponent ready or AI communicating with device.

**Assumptions** (*Optional, List all assumptions that have been made)*

1. Communication with opponent is working
2. Communication with AI is working
3. Primary actor knows how to play Chess (no tutorial as of making diagram)

**Frequency** (*Approximately how often this use case is realized, e.g., once a week, 500 times a day, etc*.)

Pro re nata (Latin: as needed)

(preferably daily)

**Basic Course** (*Describe the “normal” processing path, aka, the Happy Path*)

1. Log in
2. Move/Attack
3. Opponant Move/Attack
4. Repeat 2-3
5. Declare victory/defeat

**Alternate Course A: Description of the alternate course**

**Condition:** Indicate what happened

1. Log in
2. Move/Attack
3. Opponant Move/Attack
4. Repeat 2-3
5. Declare stalemate

**Post conditions** (*List the state(s) the system can be in when this use case ends*)

1. When Killing king is valid current move

**Actors** (*List of actors that participate in the use case*)

*Primary actor (app owner)*

*Secondary actor – opponent (app owner)*

*AI – opponent*

**Notes**

No current help or training built into app.

Current AI is external to app, requiring stable internet connection.

No options planed for development, might need to add compatibility for color blindness, or other natural hinderances.