**Name: Chess app; move piece**

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

***Move piece, check if valid for piece and***

**Version: .85**

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

1. Needs to be user’s piece
2. Movements needs to land on open space or enemies piece
3. Movement needs to be valid for type of piece
4. Needs to be unobstructed movement (when limits apply)

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

1. Communication with:
   1. AI is working
   2. Opponent is working
2. Primary actor knows how to play Chess (no tutorial planed)

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

Each player will use it each turn

**Fail Scenarios:**

1. Move off board: push badmove();
2. Moves across piece: push badmove();
3. Cancel move: push badmove();
4. Illegal move: push badmove();

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

1. Piece moved
2. Piece moved and killed opponent
3. Piece moved and killed King, victory

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

*Primary actor (app owner)*

*Secondary actor – opponent*

**Notes**