NAME	Start Game
USE CASE NO.	1
DESCRIPTION	Initializes the SDL chess game when the player starts a new session.
ACTORS	Player
PRECONDITIONS	Game must be launched successfully.
POST CONDITIONS	Board and pieces are displayed, and turn system is initialized.
TRIGGER	Player clicks "Play 1v1"

	STEP	ACTION
	1	Player opens the application
	2	Player clicks "Play 1v1"
DESCRIPTION	3	SDL window initializes
	4	Board is rendered, pieces are placed

	STEP	BRANCHES
	3	If SDL fails, display error and exit
STEP EXTENSTIONS		

	STEP	ACTION
	2	If no input, game stays on intro screen
ALTERNATE COURSES		

NAME	Move a Piece		
USE CASE NO.	**2**		
DESCRIPTION	Handles movement of a piece from its source to a valid destination.		
ACTORS	Player		
PRECONDITIONS	The game is active and it is the player's turn.		
POST CONDITIONS	The piece is moved, the board updates, and the turn switches.		
TRIGGER	Player clicks a valid piece and using the mouse moves it to a valid square		

	STEP	ACTION	
	1	Player selects a piece.	
	2	System calculates valid moves for the selected piece.	
DESCRIPTION	3	Player moves mouse piece to a valid square	
	4	Player clicks on the square and the piece is placed	

	STEP	BRANCHES	
	4	If destination is invalid, input is ignored	
STEP EXTENSTIONS			

	STEP	ACTION	
	2	If it is not the player's turn, the move is blocked.	
ALTERNATE COURSES			

NAME	Pawn Promotion
USE CASE NO.	**3**
DESCRIPTION	Promotes pawn to queen when it reaches the final rank, if no queen is already on board.
ACTORS	Player
PRECONDITIONS	Pawn reaches 8th rank (white) or 1st rank (black)
POST CONDITIONS	Pawn becomes a queen
TRIGGER	Player moves pawn to last rank

	STEP	ACTION
DESCRIPTION	1	Pawn reaches the last row
	2	System checks for existing queen
	3	If none exists, pawn is promoted to queen
	4	Board is updated

	STEP	BRANCHES
STEP EXTENSTIONS	2	If queen already exists, promotion denied

	STEP	ACTION
ALTERNATE COURSES	3	No other promotions supported yet

NAME	Illegal Move Handling
USE CASE NO.	4
DESCRIPTION	Prevents the player from performing moves that violate chess rules.
ACTORS	Player
PRECONDITIONS	Game is running, move attempted
POST CONDITIONS	Move is blocked
TRIGGER	Player clicks invalid destination

	STEP	ACTION
	1	Player selects piece
	2	Player moves piece to and clicks invalid square
DESCRIPTION	3	System checks legality
	4	Move is rejected

	STEP	BRANCHES
	3	Rule violation results in rejection
STEP EXTENSTIONS		

	STEP	ACTION
	2	Player retires a legal move
ALTERNATE COURSES		

NAME	Turn-Based System
USE CASE NO.	5
DESCRIPTION	Ensures turn alternation between two players.
ACTORS	Player
PRECONDITIONS	One valid move is completed
POST CONDITIONS	Turn changes to other player
TRIGGER	Completion of a move

	STEP	ACTION
	1	Valid move is completed
	2	Turn switches to other player
DESCRIPTION	3	Current player disabled

	STEP	BRANCHES
	3	Wrong-player input is ignored
STEP EXTENSTIONS		

	STEP	ACTION
	1	Invalid move keeps same player's turn
ALTERNATE COURSES		

NAME	Click-Based Piece Selection
USE CASE NO.	6
DESCRIPTION	Allows a player to click and select one of their own pieces
ACTORS	Player
PRECONDITIONS	It is the player's turn
POST CONDITIONS	The selected piece is ready to move
TRIGGER	Player clicks a piece

	STEP	ACTION
DESCRIPTION	1	Player clicks on piece
	2	System verifies turn and piece ownership
	3	Piece is selected

	STEP	BRANCHES
STEP EXTENSTIONS	2	Opponent's piece is ignored

	STEP	ACTION
ALTERNATE COURSES	1	Clicking an empty square does nothing

NAME	Capture a Piece
USE CASE NO.	7
DESCRIPTION	Replaces an opponent's piece with the player's own piece when a legal capturing move is made.
ACTORS	Player
PRECONDITIONS	Player selects their piece and clicks on an opponent's piece in a legal capture move.
POST CONDITIONS	Opponent's piece is removed from the board, and the current piece moves into its square.
TRIGGER	Player clicks on a legal destination containing an opponent's piece.

	STEP	ACTION
	1	Player selects a piece
	2	Player moves piece and clicks on a square with an opponent's piece
DESCRIPTION	3	System checks legality of capture
	4	If legal, opponent's piece is removed
	5	Player's piece moves to that square

	STEP	BRANCHES
	3	If the move is not legal or the piece is not an opponent's, input is ignored
STEP EXTENSTIONS		

	STEP	ACTION
	2	Player moves piece and clicks an empty square — process as a standard move
ALTERNATE COURSES		

NAME	Invalid Turn Attempt
USE CASE NO.	8
DESCRIPTION	Prevents the wrong player from making a move when it is not their turn.
ACTORS	Player
PRECONDITIONS	It is the opponent's turn
POST CONDITIONS	No move is executed
TRIGGER	Player clicks during opponent's turn

	STEP	ACTION
DESCRIPTION	1	Player clicks on their piece
	2	System checks active player
	3	If mismatch, action is ignored

	STEP	BRANCHES
STEP EXTENSTIONS	2	Repeat input attempts are ignored

	STEP	ACTION
ALTERNATE COURSES	1	Game remains idle until correct player acts

NAME	Intro Screen
USE CASE NO.	9
DESCRIPTION	Displays a static intro screen when the game is launched.
ACTORS	System
PRECONDITIONS	Application starts
POST CONDITIONS	Waits for player to begin
TRIGGER	Game is launched

	STEP	ACTION
	1	SDL loads into the background
	2	Display is shown
DESCRIPTION	3	System waits for click or input

	STEP	BRANCHES
	3	On input either exits or moves to main game
STEP EXTENSTIONS		

	STEP	ACTION
ALTERNATE COURSES		

NAME	Visual Board Rendering
USE CASE NO.	10
DESCRIPTION	Redraws the board and pieces after every valid move or event.
ACTORS	System
PRECONDITIONS	Game state has changed
POST CONDITIONS	Visuals are updated
TRIGGER	Valid move or state change

	STEP	ACTION
	1	Game processes the move
	2	SDL clears and redraws board
DESCRIPTION	3	Piece images are rendered in new positions

	STEP	BRANCHES
	3	If image is missing, error handler runs
STEP EXTENSTIONS		

	STEP	ACTION
	2	No redraw on invalid move
ALTERNATE COURSES		