

USE CASE: TESTING ARENA – UNDO

BASIC COURSE:

The Testing Arena Webpage displays the Game Display Tab to the user and the undo button is enabled. The user selects the Undo button. The Game Display Module then restores the previous Game State and deletes the turn changes for the most recent turn. The Game Display Module then draws the previous game state on the Game Display Window. The Game Display Window then displays the game state to the user.

ALTERNATE COURSES:

The previous game state is the first game state: The Game Display module tells the Testing Arena Webpage to disable undo. Testing Arena Webpage disables the undo button.