USE CASE: USER INPUT IN TESTING MODE

**BASIC COURSE:**

The webpage displays an input field for a command, a “submit” button, and an undo button. The user enters a command and clicks submit. The Controller sends a message to the server including the user’s input command. The server then returns a sequence of animation commands and notifications corresponding to the bot’s turn. The Controller signals the Game Display Module to display this data in graphical form on the Game Display Window. The Game Display module then signals the Controller to begin the next turn.

**ALTERNATE COURSES:**

**Current turn is the first turn of the game:** The undo button is not displayed.

**Current turn is a previous turn which has been undone:** The redo button is displayed.

**The game has ended:** The Controller will refuse any further input from the user, except for undo.

USE CASE: BOT INPUT IN TESTING MODE

**BASIC COURSE:**

The webpage displays a “Run Bot” button, a “Reupload Bot” button, and an undo button. The user clicks “Run Bot”. The Controller sends a message to the server telling it to run the bot. The server then returns a sequence of animation commands and notifications corresponding to the bot’s turn. The Controller signals the Game Display Module to display this data in graphical form on the Game Display Window. The Game Display module then signals the Controller to begin the next turn.

**ALTERNATE COURSES:**

**Current turn is the first turn of the game:** The undo button is not displayed.

**Current turn is a previous turn which has been undone:** The redo button is displayed.

**The game has ended:** The Controller will refuse any further input from the user, except for undo.

**The user clicks Reupload Bot:** The Controller sends a message to the server indicating that the bot is to be reuploaded, then freezes input and waits for the server’s response. If successful, the webpage informs the user, otherwise it informs them of what the error was. The game then resumes from where it left off.

USE CASE: PLAYBACK MODE

**BASIC COURSE:**

The Game Display Window displaying a menu with Playback Mode as an option on the webpage. The user clicks on Playback Mode. The Game Display Window displays a page prompting the user to enter the game ID of the game they want to view. The user enters the game ID into the textbox. The Game Display Module sends the game ID to the server. The server sends the Game Display Module the game data to be viewed including states and animation commands. The Game Display Module creates the display using Phaser. The Game Display Module displays this through the Game Display Window to the user. The Game Display Module displays a rewind, fast-forward, pause, and play button. The Game Display Module updates the game states animations at the default speed.

**ALTERNATE COURSES:**

**Game ID does not exist:** The server sends the Game Display Module an error indicating that the game could not be found. The Game Display Module will display this message to the user on the Game Display Window.

**User clicks pause button:** The Game Display Module stops updating the game states and animations.

**User clicks the fast-forward button:** The Game Display Module updates the game states and animations at a faster speed.

**User clicks the rewind button:** The Game Display Module updates the game states and animations in reverse.

**User clicks the play button:** The Game Display Module updates the game states and animations at the default speed.