

Jerry Perez (jperez2)  
CS 3733 - 801

# Individual Project 1

- Use Case 1: Select Piece
- Use Case 2: Move Piece
- Use Case 3: Reset Configuration
- Use Case 4: Player Quits "Double-Sided"
- Use Case 5: Player Wins "Double-Sided"
- Use Case 6: Player Loses "Double-Sided"

## Use Case 1: Select Piece

Participating Actor: Player

Entry Condition: None

Exit Condition: A piece is selected

Flow of Events: 1. Player requests to select a piece  
2. Double-Sided selects a piece and refreshes the display.

## Use Case 2: Move Piece

Participating Actor: Player

Entry Condition: The player selects a piece to move

Exit Condition: The piece is moved in flipped condition and counter is updated.

Flow of Events: 1. The player requests to move a piece  
2. Double-Sided moves the piece and refreshes the display.

\*refreshes display denotes incrementing the move count and flip piece.

### Use Case 3: Reset Double-Slided

Participating Actor: Player

Entry Condition: None

Exit Condition: All pieces have been moved to their original position and counter is reset.

Flow of Events: 1. The player requests to reset Double-Slided  
2. Double-Slided moves all pieces back to their original position and refreshes the display.

### Use Case 4: Quit Double-Slided

Participating Actor: Player

Entry Condition: None

Exit Condition: Double-Slided quits and is no longer open.

Flow of Events: 1. The player requests to quit Double-Slided  
2. Double-Slided quits, is no longer open and refreshes the display.

### Use Case 5: Win Double-Slided

Participating Actor: Player

Entry Condition: Player requests to move a piece, they are one move away from the goal configuration.

Exit Condition: Pieces are in goal configuration.

Flow of Events: 1. Player requests to make a move.  
2. Double-Slided recognizes goal configuration is obtained and refreshes the display.

### Use Case 6: Lose Double-Slided

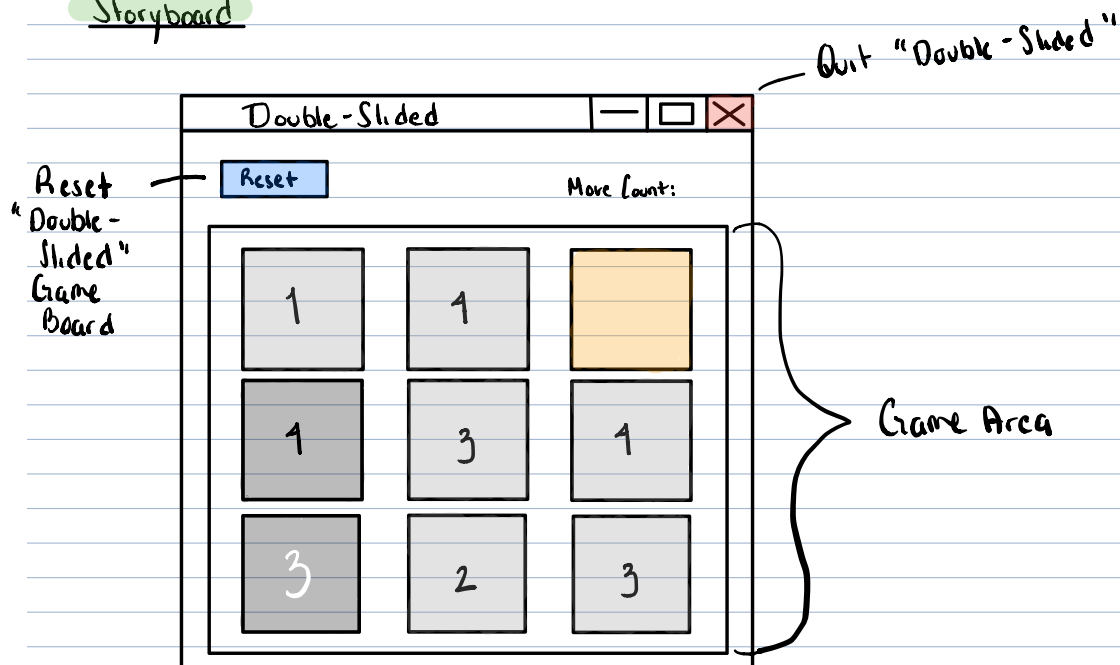
Participating Actor: Player

Entry Condition: Player requests to move a piece, they are one move away from losing.

Exit Condition: The same number appears on 4 pieces.

Flow of Events: 1. The player requests to make a move.  
2. Double-Slided recognizes loss and refreshes display.

## Storyboard



The player will use a mouse to play "Double-Slided". They will left click on a piece on the game area to select a piece. To move a piece, the player will move their pointer to the desired location on the game area and right-click to finalize. To quit "Double-Slided" the player will use their mouse to left click the red box with an "X" in it. Finally, to reset, the player will left click the blue "Reset" button.