Primary actor: Player(user)

Stakeholders and interest:
Player: wants to place the block by rotating and flipping the block in a desired place
Developers : they want the system to provide the function to the player so that they can place the blocks.

Precondition:

Players need to have the desired colour block and also have to be their turn in order to rotate and flip the block to place the block.

Success Guarantee:
Will be able to place the particular shape block if the block is flipped and rotated correctly.

Main scenario:
1)When the player gets its turn the player finds out the empty places in the blokus board.

2)Player picks up a block that can be placed in the particular place of the board.
3) Rotate to the right once by 90 degree ↻[alt1:flip][alt2:rotate twice][alt3:rotate thrice]
4)Place it on the board.

Alternative flows:
Alt1:flip:
 1Flip the selected block.

Alt2:rotate twice
1.Rotate twice to the right by 90 degree.

Al3: rotate thrice
1.Rotate thrice to the right by 90 degree.

Exception:
1)If they don't want any changes to block in that case they might just ignore the feature and add how it is.

Special Requirement:

1)A player need to have blocks left in order to rotate and flip.

Open Issues:

How long does the player gets in order to flip and rotate the block?