

Use Case #2 (Take a Turn)

Fully Dressed

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to select an available block, take that block and place it on the board.
- Other Players: other players *are* unable to place a block on the board at current player's turn.

Preconditions:

- Player turn's has been chosen

Success Guarantee (Postconditions):

- The piece moved by the player is successfully shown in location where player placed it
- Game is Over

Main Success Scenario:

1. The player requests a list of currently available blocks for use.
2. The system retrieves the list of blocks available and displays the list to the player.
[Alt1: No blocks available]
3. The player selects a block to be placed.
4. The system checks that there is valid locations for that block.
[Alt2: No available placement]
5. The player selects a location on the board for the block to be placed on.
[Alt3: Rotate/flip]
6. The system retrieves the details for the block placement , and confirms the placement.
[Alt4: Invalid Block placement]
7. The System displays the block placement.

Alternative Flows:*Alt1: No Block available*

1. The system informs the player that no blocks are currently available for use and that the player win or not. Use case ends.

Alt2: No available placement

1. The system informs the player that no placements are available for that block and that the player is win or not. Use case ends.

Alt3: Rotate/flip

1. The system flips or rotates the block and displays it to user, Flow resumes at Main Success Scenario Step 3.

Alt4: Invalid Block placement

1. Flow resumes at Main Success Scenario Step 5.

Exceptions:

- If one of the players is out of the game then end use case because the game can not be continue.

Special Requirements:

- Colours and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g. colour blindness).
- Player should see the move they have made (ie does not happen too fast).

Open Issues:

- do we have a time limit for a turn?