1. roll\_Regular\_Dice

Description: Normal Player(s) may be able to roll a regular 10 sides point dice.

Actors: Normal(non disadvantageous) Player, Scoreboard

Triggers:

1. User starts a game

2. it's a user's turn to roll

Precondition:

1. Player is a non disadvantageous user

2. It is a normal player's turn

Scenario: When Normal Player starts a game along with the other players he or she will have to roll two die

to play the game. When they roll a point dice the points will get incremented to their score.

Exception:

1. there are not enough players (unable to start the game)

2. When timer reaches the end of the game time

Alternative flow: None

2. Roll\_Regular\_Condition\_Dice

Description: Normal Player(s) along with the first point dice, will roll a secondary(condition) dice.

Actors: Normal Player, Scoreboard, Other Players

Triggers:

1. When user rolls a dice

Precondition:

1. Player is a normal player

2. Player's turn to roll

Scenario: When Normal Player has to roll, whether by starting a game or it has became his or her turn to play,

will roll the secondary dice which has the special conditions that will effect their own / or other player's

points. After the roll scoreboard will update the gained condition.

Exception:

1. Player didn't roll the point dice (Not really sure if this is necessary).

2. Timer reaches the end.

Alternative flow: \*Main Player signifies the player rolling the dice at the moment

1. Main player rolls a 'split' condition:

1-a. Main player needs to select another player. Then they will combine their points and split them in half.

2. Main Player rolls a 'steal' condition:

2-a. Main player needs to select another player. Main player can steal points from that player. (I'm guessing you roll a point dice for this)

2-b. Unable to steal points if a selected player doesn't have any points(0) on their score.

3. Main Player rolls a 'multiply' condition.

3-a. recalculate the main player's point by 150%(\*1.5).

4. Main Player rolls a 'lose points' condition.

4-a subtract the main player's point by the number they rolled with their point dice

5. Main Player rolls a 'no action' condition.

5-a. No effect, (basically means the end of the main player's turn)

6. Main Player rolls a 'tax' condition.

6-a. All other players (players that are not the main player) must donate 10% of their current points to the

main player.

3. Lose\_Game

Description: When someone else gains 100 points that player wins the game and rest will lose the game

Actors: Normal Player, Scoreboard, Game System, Other Players

Triggers:

1. Some Player(that is not the main player) reaches 100 points

2. It is end of (any) players turn

Precondition:

1. Main Player does not have 100 points

2. Other Player have 100 points

Scenario:

1. At the end of a player(any)'s turn, the game system will checks the scoreboard

2. If some player (that is not the main player)has 100 points when G.S checks

the score game will end.

Exception: none(?)

Alternative Flow:

1. No one has 100 points

1-a. Game continues

2. It is not the end of the turn

2-a. Game System will not check the scoreboard until it's the end of the player's turn (condition dice taking effect)

3. Main Player has 100 points

3-a. Can't lose when M.P have 100 points (it means M.P have won)

4. Win\_Game

Description: When the main player earns 100 points game ends and M.P wins the game

Actors:

Main Player, Game System, Scoreboard

Triggers:

End of the turn (condition dice taking effect)

Precondition:

1. Main Player has 100 points

2. Other Players does not have 100 points

3. It's end of player's turn

Scenario:

1. At the end of a player(any)'s turn the game system checks the scoreboard

2. When Main Player has the total of 100 points game will end and M.P wins the game

Exception: none(?)

Alternative Flow:

1. It is not the end of a player(any)'s turn

1-a. G.S will not check the score if it's not the end of a player's turn.

2. Main Player does not have 100 points

3. Another Player have 100 points

3-a. Main player cannot win when someone else have already won

5. Check\_Score

Description: Displays the scoreboard on the side

Actors: Players(any), Scoreboard

Triggers:

1. When game starts

Precondition:

1. Game is being played

Scenario:

1. Display the scoreboard on the side so that players can check their scores

Exception:

1. Game is not being played

Alternative Flow

1. Scoreboard does not display correctly regardless of the reason (bug, error, etc)

1-a. Display Error Message

6. Check\_Time

Description: Display the timer on the side

Actors: Player(any), Timeboard

Triggers:

1. When the game starts

Precondition:

1. Game is being played

Scenario:

1. Display the timeboard on the side so that the players can check the remaining game time?

Exception:

1. Game is not being played

Alternative Flow

1. Timeboard is not displaying correctly regardless of the reason(bug, error, etc)

1-a. Display error message