

Take the turn

Primary Actors: Player

Stakeholders and Interests:

1. **Player:** wants to complete the set-up of the game, capturing and reserving the piece, choose the best pile, single piece or the reserved piece to move, strategies to move to win the game.

Precondition:

1. The player has started the game

Success guaranteed (Postconditions):

The game is set and the player can start taking a turn, player use a reserve piece, the player moves an appropriate pile or piece.

Main Success Scenario:

1. The player turn begins.
2. The player strategies and plans the move.
3. The player clicks on the appropriate pile or a single piece to move.[Alt 4.2: Using the reserved piece]
4. The game waits for the player to do an appropriate move [Alt 4.6: Clicks the tutorial button]
5. The player selects the location where he wants to move. [Alt 4.1: Capturing or Reserving the piece] [Alt 4.4: Illegal move]
6. The game reflects the changes
7. The game displays the next player turn.[Alt 4.3: Save and Quit]
8. The player's turn ends [Alt 4.5: Game End]

Alternate Scenario:

Alt 4.1: Capturing or Reserving the piece

1. The Bottom most pieces in the stack of more than 5 are removed.
2. If the colour of the pieces is the same as that of the player, it goes to the reserve section of the player.
3. If the colour of the pieces is different from the player, it goes to the captured section of the player.
4. Flow resume at step 6.

Alt 4.2: Using the reserved piece

1. The player takes a piece from their reserve section.
2. The player places the piece on top of any pile or piece
3. Flow resumes at step 6.

Alt 4.3: Save and Quit

1. The player clicks the menu button
2. An option to save and quit the game appears
3. The player clicks a button to save and quit
4. The player is returned to the main menu and the game is saved
5. Use case ends

Alt 4.4: Illegal Move

1. The player is prompted with a dialogue box saying invalid move.
2. The player can click on the tutorial for the rule.
3. The player can close the dialogue box.
4. Flow resume at step 2.

Alt 4.5: Game End

1. The player ends the game by covering the entire game with the pieces of his colour.
2. The game declares the winner.
3. The game ends.
4. Game prompt users if they want to begin a new game.
5. Use case ends

Alt 4.6: Click's tutorial button

1. The player is prompted with a display of the rules of the game.
2. Flow resume at step 2.

Exceptions:

1. At any point if the Player closes the window (x in the top-right corner) or the game crashes, data from the current game will not be saved and lost forever.