

# Move a Piece

**Primary Actor:** Player

**Stakeholders and Interests:**

- *Player*: wants to be able to move their piece to a desired position when given that it is their turn. When an illegal move is made, player wants to be notified and stopped.

**Preconditions:**

- The game has started and it is the player's turn. The piece that the player moves must be their own.

**Success Guarantee (Postconditions):**

- When the player's turn is over, the piece should have been moved from its initial position to the final position (i.e., the position selected by the player). Then the turn is passed on to the next player.

**Main Success Scenario:**

1. The player decides and selects the piece that he\she wants to move.
2. The player chooses where the piece will be moved to. [*Alt 2.1 Illegal move*]
3. The system moves the piece from the initial position to the position selected by the player [*Alt 2.2 Exit the game*].
4. The system passes the turn to the next player [*Use case ends*].

**Alternative Flows:**

*Alt 2.1 Illegal move*

1. The system informs the user that the move that the player wants to make is illegal.
2. Flow resumes at Main Success Scenario at step 2.

*Alt 2.2 Exit the game*

1. The player exits the game using one of the options available [*Use case ends*]

**Exceptions:**

- The player can only move his\her own piece to the position that is empty or the piece on top is his/her piece too.