Place a tile

Primary actor: Player

Stakeholders and Interests:

- Player: Are able to place a tile in their kingdom successfully according to the rules.
- IT: the system allows for tiles to be placed in any orientation without breaking any rules of the game.
- KingDomino Investors: the game does not tarnish their image and the rules of the game are followed.

Preconditions:

- The game has been set up, starting tiles chosen and turns are currently being taken.

Postconditions:

- A new tile has been added to the players kingdom or has been discarded as it does not fit.

Main Success:

1. The system instructs the player to place their selected domino in their kingdom.
2. The system then provides them the opportunity to rotate the domino.
3. The user rotates their domino to their desired orientation.
4. The user elects to place their selected domino into their kingdom.
5. The system then provides them the opportunity to place their domino in their kingdom.
6. The user places their selected tile into their kingdom.
7. The system confirms the location. *[Alt 1: no valid placement for tile] [Alt 2: invalid placement]*
8. The system then resumes taking turns.

Alternate Scenarios:

[Alt 1: no valid placement for tile]

1. The system discards the tile, and the use case ends.

[Alt 2: invalid placement]

1. The system warns the player that the location chosen is invalid and to select another location.
2. The user then selects a new location, repeating this alternate scenario until a valid placement has been selected.
3. The system resumes use case at step 7.

Exceptions:

- The game is closed at any point during use case, use case ends.