Take A Turn

Primary Actors: Player

Stakeholders and Interests:

- Players: taking their turns smoothly and having fun doing so
- Family Members/ Parents: a safe and fun environment for their family or children
- IT: there are no issues with taking a turn and progressing through the game with minimal problems maintaining the game
- Kingdomino investors: the system properly mimics the gameplay and does not inflect poorly on them

Preconditions:

- A game has started, and turns are ready to be taken

Postconditions:

- A turn has been complete and is ready to take another turn.

Main Success:

1. The system places three to four* unoccupied tiles in a vertical line next to the occupied tiles.

   [Alt 1: There is already a line of unoccupied tiles]

   [Alt 2: There are no tiles left to place]

2. The system informs the player with their king on the topmost tile that it is their turn.

3. The system then provides that player an opportunity to place their king on the unoccupied tile of their choice.

4. The user places their king on the chosen unoccupied tile.

5. The system informs the player to take the previously occupied tile.

6. The system then provides that player the opportunity to claim the tile their king was previously occupying and place it in their kingdom.

7. The user then takes the occupied tile and places it in their kingdom.

   [Alt 3: no available space for tile]

8. The system then repeats step 2 through step 7 until every player has taken one turn.

   [Use case ends]

Alternate Scenarios:

[Alt 1: There is already a line of unoccupied tiles]

1. There is already a line of unoccupied tiles before the use case started.

2. Skip step one and start use case at step 2.

[Alt 2: There are no tiles left to place]

1. The system displays that the game is over, use case ends.

[Alt 3: no available place for the tile]

1. The user takes their tile but cannot place it in their kingdom, the tile is discarded.

2. The system begins the use case at step 2 for the next player.

Exceptions:

1. A user decides to close the application, use case ends
2. A user decides to save the progress and resume it later, use case ends

Special Requirements:

- A board piece can fit in the players kingdom
- The system should accommodate for the visually impaired

*The number of board pieces is determined by the number of players