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:

- All turns have been taken, the game is complete, and a winner has been declared

Main Success:

1. The user with their king on the topmost board piece takes that piece and places it in their kingdom *[Alt 1: no place for the piece]*
2. The user then moves their king to any unchosen domino in the next column
3. Repeat steps 1 and 2 until there is no remaining board pieces in the current column
4. The system then takes three or four* pieces from the top of the stack and places them face up in ascending order on the playing field
5. Repeat until no more pieces can be placed in the field and the field is empty

Alternate Scenarios:

[Alt 1: no place for the piece]

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

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