

Choosing a starting tile

Primary actor: Player

Stakeholders and Interests:

- Players: successfully choose a start tile and placing it where they wish in their kingdom.
- IT: The system is able to successfully accomplish players selecting and placing their starting tile.
- Kingdomino Investors: Nothing has been improperly presented.

Preconditions:

- A game has just started.

Postconditions:

- All players have selected their starting tiles and the game is ready for turns to be taken.

Main Success:

1. The system presents a player with the option to choose a starting tile.
2. The user elects to select a tile
3. The system then provides the user an opportunity to select their tile of choice.
4. The user selects the tile and places it into their kingdom.
5. The system asks the user to confirm their choice and location.
6. The user confirms.
7. The system then places the users chose starting tile in their chosen position.
8. The system then repeats this process until all players have a starting tile confirmed in their kingdom.

Exceptions:

- The process is halted by quitting the game.

*For clarification this is talking about the starting tile of the game with the players castle on it.