Use Case Name: Plays game

Actors: User

Flow of Events:

1. How & When Use Case Starts & Ends

1.1 Use Case begins when player starts the game.

1.2 The game ends when the player wins or hits the exit button at the top of the screen.

2. Normal Flow

2.1 The system shuffles and loads all the card images onto the board.

2.2 The system makes sure that all kings are found in the deck and placed as the first card in a stack. (S.1)

2.3 Once the game board is set up the user must be able to select the top card of a stack and move it. (S.2) (E-1) (E-2)

2.3.1 Cards can be moved from a stack to another stack, as long as the card is of lower consecutive value

2.3.2 Cards can be moved from a stack to the tableau, as long as the card is the correct suit and is one a consecutive value higher

2.4 The game is won when the player has moved all cards to the tableaus in the consecutive order.

3. Subflows (if applicable)

S.1 System checks to make sure multiple kings are not located in the same stack.

S.2 Player can place the card on another stack or on one of the tableaus.

4. Exceptional Flow

E-1 If the player does not place the card they are moving on a card of consecutive higher value then the card will be rejected from the stack and returned to its previous location.

E-2 If the player does not place a card of consecutive lower value on a higher value card, the card will be rejected from the stack and returned to its previous location. The card will also be rejected if it is not the same suit.

Use Case Diagram

