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| General Information | |
| Use Case ID Number : UC003  Subject Area : Playing Chess  Description : Sending chess moves via text | Responsible Analyst : Todd Breedlove |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 12 | Allow user to play chess against another player on application. |
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| Revision History | | |
| Author | **Date** | **Comments** |
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| **Insertion Points in other Use Cases** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
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| **Actors** | | |
| **Actor Name** | **P/S** | **Brief Description** |
| White Player | P | This User sends messages as the white player. |
| Black Player | P | This User sends messages as the black player. |
| Server | S | Server gets the information from a User who makes a move and sends it to the other User. |

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| **Pre-Conditions** | |
| # | Description |
| 1 | Both Users need to have been successfully put into a match with one another for a selected time control. |

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| **Start Stimulus** |
| That both Users have been put into a match with one another. |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt UC Name/Number** | **Bus Rule(s)#** |
| 01 | Users are notified of their color, who they are matched with, and that a match is being set up. |  |  |
| 02 | White Player types in a move and sends it to the Server. |  |  |
| 03 | Server will transmit White Player’s move and send it to the Black Player. |  |  |
| 04 | Black Player types in a move and sends it to the Server. |  |  |
| 05 | Server will transmit Black Player’s move and send it to the White Player. |  |  |
| 06 | Steps 02 through 05 will repeat until a Player leaves the match, or an end state is arrived at. |  |  |

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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds/Alt Use Case #** |
| Player enters an illegal move | User is notified with an error sound and the move transmitted will not be made. |  |
| Player loses connection during the game | The Player who disconnected will forfeit the match, the Server will update the database, and the connected Player will return to the lobby, whereas the disconnected Player will be returned to the log in screen. |  |

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| Post-Conditions | |
| **#** | **Description** |
| 1 | An end state is reached, and that state is recorded for each Player from the Server to the database. |
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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | That a player knows how to play chess | 12/13/14 | Stewart Taylor |  |  |
| 2 |  |  |  |  |  |

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| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 |  |  |  |  |  |
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| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
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| Frequency of Execution |
| **Frequency:**  Minimum: 24 Maximum: 240 Average: 120 (OR)Fixed:  **Per:** Hour:Day:  Week:  Month:  Day:  Other: |

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| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
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| **Alternate Course General Information** |
| Alternate Course Name:  Alternate Course Number:  Parent Use Case Name:  Parent Use Case Number:  Description:  Reason for Execution: Non Exception:  Exception:  Exception #:  Start(Trigger) Stimulus:  Type of Execution (optional): Manual:  Automatic: |

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| Insertion Point |
| Step Inserted After |
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| Pre-Conditions | |
| 1. |  |
| 2. |  |

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| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds/Alt Use Case #** | **Business Rule(s)#** |
| 1. |  |  |  |
| 2. |  |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

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| Post-Conditions | |
| 1. |  |
| 2. |  |