Fully Dressed Use Case: End Turn

Primary Actor:

The player

Stakeholders and Interests:

The human player

The AI players

Preconditions:

The current player's turn has been executed.

Postconditions:

The next player's turn has started

Main Success Scenario:

1. System has finished executing the user's turn
2. The system checks if the current player has any more pieces left
3. The current player has more pieces left to be placed on the board **(Alt 1)**
4. The system iterates to the next player that is not out of the game **(Alt 2)**
5. The next player is able to place pieces that they own (**Alt 3)**
6. The system starts the turn for the next player

Alternative 1: Player ran out of pieces

1. The player does not have any pieces left
2. The system takes the player out of the game
3. The system updates the number of players in the game

Alternative 2: All players are out

1. There are no players left that are not out of the game
2. System ends the game by announcing a winner
3. Does not return to the main scenario

Alternative 3: Cannot place anymore pieces

1. The next player is not able to place any pieces
2. The system takes the player out of the game

3. The system updates the number of players in the game
4. Go to step 4 in the main scenario

Exceptions

The player was not able to execute their turn, even though it should have been possible.

The AI fails to find a turn to make prematurely, kicking them from the game before they have made all possible turns.

Special Requirements

The user needs to see each turn ended with time in between, so they can keep up with what moves are being made.

Open Issues
Will the player have to give up on a match on their own, or will the game calculate when they have run out of possible turns to make?