**2 Fully Dressed Use Cases**

### **Fully Dressed Use Case: Initiate a Game**

**Primary Actor -**

The player

**Stakeholders and Interests**

The human player

The AI players

**Preconditions -**

The user must be on the main menu screen

**Postconditions -**

On success the match will load, and the first player will be selected to take their turn

**Main Success Scenario -**

The user selects new game

The system shows user game selection screen

The user inputs settings and clicks start

The system initializes the new game

**Alternative Flows**

The user selects new game

The system shows user game selection screen

The user inputs settings and clicks start

The user input was not correct, the system prompts the user to re-enter

The system initializes the new game

**Exceptions**

Difficulty was not selected

Number of players was not selected

**Special Requirements**

Based on the colour-blind settings, change the colours that represent the players

**Open Issues**

Will there possibility of networked players?

How is the order of player’s turns decided?

### **Fully Dressed Use Case: Take a Turn**

**Primary Actor -**

The human or AI taking the current turn

**Stakeholders and Interests**

The player or players

**Preconditions -**

The match must be started

**Postconditions**

The next player’s turn starts

**Main Success Scenario**

Turn starts with a user as the player

The user inputs their decision for this turn

The system implements the user’s input

The systems starts the next player’s turn

**Alternative Flows**

The turn starts with an AI player

The system determines a turn for this player

The system implements this player’s turn

The system starts the next player’s turn

If the last player’s pieces have run out, declare the last player the winner

Else no player can lay another piece, declare the player with the lowest number of pieces the winner.

**Exceptions**

Player is unable to place any more pieces

**Special Requirements**

If the current player taking the turn is not human, have the program decide how the turn will be taken.

**Open Issues**

How will the AI decide to take its turn?