

## Game Settings

1. User clicks on application
2. System displays game title screen with a play game button, rules button, and a x button in the top right corner to exit application
  - a. User clicks play game button
  - b. User clicks rules button
    - b1. System displays the rules for the two game modes in a new window
    - b2. User clicks back button
    - b3. System takes you back to step 2.
1. System displays a window with two options for user to choose game mode, one Straight button and one Pick-and-Choose button.
1. User clicks on one of the game modes, the one they want to play.
2. System displays a window for user to choose numbers of players playing the game. The game is for 2-6 players.
3. User clicks on checkbox with desired number of players from 2-6.
4. System displays a window to input name for each player. Each player is assigned a box where player types in its name. Must be letters and no longer than 20 characters.
5. User enters name/nickname of their own choosing with keyboard
6. User clicks button to start game
7. System displays the game in a new window  
This is continued by the Gameplay Screen use case

## Roll Dice

This is a continuation of the Gameplay Screen use case

1. User presses roll button
2. System displays new dice with randomized value from 1-6 for each roll
3. User can press hold dice which will lock that dice for the next roll
4. User goes back to step 1 until rolled three times.

## Display Scoreboard

This is a continuation of the Gameplay Screen use case

1. System will display the scoreboard with current scores
2. In straight mode scoreboard will be displayed after each player turn  
If game mode is set to Pick-and-Choose:
  1. User presses scoring category of their choice
  2. System adds the score into the selected category
  3. System displays the score in the scoreboard category

## End Turn

This is a continuation of the Gameplay Screen use case

1. System will add current score to active players scoreboard
2. System will move to next player screen
3. System will end player turn after player reaches 3 total rolls

### **Display Winner/Result**

From final player turn

1. System calculates each players final total score
2. System calculates the players with the highest overall score
3. System displays final scoreboard
4. System displays the winner to the users
5. System displays button for rematch
6. System displays button for new game

### **Rematch**

From Display Winner/Result use case

1. User presses rematch button
2. System restarts game and displays gameplay screen. See gameplay screen use case
3. System maintains same players
4. System maintains same settings (game mode).

### **New Game**

This is a continuation of the Gameplay Screen use case

1. User presses New Game button
2. System returns to title screen allowing user to set up new match