



Use Case: View Statistics

Enable player to see statistics, best times and achievements.

Actor Player

Precondition

The player has launched the Kamisado game and chose "View Statistics" from menu.

Main Flow

1. Choose "View Statistics from main menu"
2. Browse statistics.
3. Go back to main menu.

Post-Conditions Player returned to main menu.

Use Case: Play Kamisado

Enable player to start a new game of Kamisado.

Actor Player, Player 2 (optional)

Precondition

The player has launched the Kamisado game and chose "Play Kamisado" from main.

Main Flow

1. Choose between one or two player mode or resume previously started one player game.
 - 1.1 If the game was resumed go to 4 with preloaded settings and game state.
 - 1.2 Enter player nickname(s).
2. Choose game mode (SPEED or normal).
3. Choose how many rounds the game lasts.
4. Start game.

Alternative Flow

- At 4, if one player mode was selected, the choice of difficulty appears.
 - 1 Choose between easy and hard level against AI.
 - 2 Start game.

Post-Conditions

Game started.

Use Case: One player

Enable player to play Kamisado in a single player mode.

Actor Player, AI

Precondition

Kamisado game started.

Main Flow

1. Player choses whether they want white or black towers.
2. Player with white towers makes a move.
 - 2.1 If end game conditions are met go to 4.
3. Player with black towers makes a move.
 - 3.1 If end game conditions are met go to 4.
 - 3.2 Go to 2.
4. Display message with winning player's name.
5. Add game result and time to statistics.
6. Ask human if they want a rematch.
 - 6.1 If yes go to 1.
7. Show main menu frame.

Alternative Flow

- At 1, If previously started game was loaded player who's turn was starts.
- At 2 and 3, When in SPEED mode and player doesn't make a move within 5 seconds the opposite player wins. Go to 4. If player surrenders before end game conditions are met go to 4.
- If player undoes his move go back to game state before AI move.

Post-Conditions Main menu frame.

Use case: Two player

Enable player to play Kamisado in a two player mode.

Actor: Player, Player 2.

Precondition

Kamisado game started.

Main Flow

1. Player choses whether they want white or black towers.
2. Player with white towers makes a move.
 - 2.1 If end game conditions are met go to 4.
3. Player with black towers makes a move.
 - 3.1 If end game conditions are met go to 4.
 - 3.2 Go to 2.
4. Display message with winning player's name.
5. Add game result and time to statistics.
6. Ask both players if they want a rematch.
 - 6.1 If both players agree go to 1.
7. Show main menu frame.

Alternative Flow

- At 2 and 3, When in SPEED mode and player doesn't make a move within 5 seconds the opposite player wins. Go to 4.
- If any player surrenders before end game conditions are met go to 4.

Post -Conditions Main menu frame.

Features:

1. Draw GUI
2. Keyboard input
3. Mouse input
4. Display the current state and score of the game
5. Display game records and statistics
6. Keep track of game state
7. Save single player game state to disk
8. Restore game state from saved game
9. Validate player moves as legal or illegal
10. Surrender option
11. Restart game option (single player only)
12. Detect game-end conditions
13. AI algorithms
14. Choice between AI difficulty (easy and hard)
15. Timer to limit AI move time
16. Timer to limit player move time
17. Choice to use or not the player move timer
18. Return to any previous game state against AI (unlimited undo)
19. Save game statistics
20. Own nickname entry
21. Network protocol for online play against other players
22. Choice between displaying one or two boards during two player offline mode
23. Show move hints in single player mode
24. Highlight valid moves

	1	2	3	4	5	6	7	8	9	10	11	12
View Statistics	•	•	•		•							
Play Kamisado	•	•	•									
One Player	•	•	•	•		•	•	•	•	•	•	•
Two Player	•	•	•	•		•			•	•		•

	13	14	15	16	17	18	19	20	21	22	23	24
View Statistics												
Play Kamisado		•			•			•		•		
One Player	•		•	•		•	•				•	•
Two Player				•			•		•			•