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| --- | --- | --- |
| **Use Case Name** | **Detect when a win condition is met** | |
| Related Requirements |  | |
| Goal in Context | Detect win a win | |
| Preconditions | Game is in the started condition | |
| Successful End Condition | Gumballs of the same color are in each of the players hands | |
| Failed End Condition | Gumballs of different colors are in at least one player’s hand | |
| Primary Actors | Player | |
| Secondary Actors | System | |
| Trigger | A player moves a gumball | |
| **Main Flow** | **Step** | **Action** |
|  | **1** | A player moves a gumball to another player |
|  | **2** | The System validates that the move is valid |
|  | **3** | The System displays the updated screen with the new valid move |
|  | **4** | The System checks to see if a win condition is achieved |
|  | **5** | The System detects a win condition |
|  | **6** | The state of the game is changed to Win |
|  | **7** | The System displays a win screen |
|  |  |  |
| **Extensions** | **Step** | **Branching Action** |
|  | **4.1** | The System does not detect a win condition |
|  | **4.2** | The game stays in the same state |