Title: Take a turn

Primary Actor: player

Stakeholders and interests:

1. Players: want to get the right combination to keep progressing.
2. Game Developers: want to change the randomization to adjust the difficulties and ensures that a turn is taken smoothly.

Preconditions:

1. Players are ready to play the game and take turns for rolling the dice.
2. Each player has chosen a color and taken corresponding markers.

Postconditions:

1. Player's score for the turn is recorded.
2. The next player proceeds with their turn

Main Success Scenario:

1. The user rolls the dice
2. The System displays the possible combinations.
3. The user selects a combination.*(alt1: no suitable combination)*
4. System places the runners at the chosen columns.
5. The user chooses to end their turn(*alt2: does not choose to end their turn)*
6. The system replaces all the runners with the player's respective cones and saves the cone's location.
7. The system passes the turn to the next player.

Alternatives:

Alt1: No suitable combination

1. System removes the runners on the board
2. Flow resumes at main success scenario step 7

Alt2- Does not choose to end turn

1. Flow resumes at the main success scenario step 1

Exceptions:

1. If the game is not progressing as expected and the players are having difficulty, they can choose to end the game and try again another time.

Special requirements:

1. Simple to understand UI

2. Colors of the cones should be such that they provide for the visually impaired (e.g. color blindness).

Open Issues:

1. No system in place to prevent the users to go idle and keep the game from progressing