

Brief Use Case Descriptions

First Player Selection

The player creates a new game. The system counts the number of players in the game, including Computer-controlled players, and chooses one of the players randomly. The system notifies all the players that the chosen player will begin and allows the chosen player to start their turn.

Failing a turn

The player rolls four dice and gets a combination of numbers that cannot be moved in the current column, this results in failing the turn. Player is unable to move any of their pieces. The system removes all their pieces from the board and the turn ends with that turn's progress lost. The player must wait for their next turn in order to make any progress.

End a Turn

The player decides to end their turn. The system replaces the runners with the player's cones if any column has both a runner and a player cone, records the cone positions, and allows the next person to roll the dice.

Saving The Game

The player clicks the "Save Game" button. The system records the cone positions of all players and saves the game state. The player is then returned to the main menu, where they can resume their saved game by clicking "Continue Game."