

Fully Dressed Use Cases

Group No# 9

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Reset current game

Primary Actor: User

Stakeholders and Interests:

- *User*: wants to reset the current game using the same settings
- *Players*:
- *Software Developers*: wants user to reset game without any errors
- *UI Designers*: want the reset interface to feel interactive and user friendly

Preconditions:

- Blokus game opened (Open blokus game use case)
- A game has been initiated (Initiate a game use case)
- Game is currently in progress or has started (Take a turn use case)

Postconditions:

- The game has been reset using the same settings
- Use case take a turn starts

Main Success Scenario:

1. The system provides the user with the opportunity to reset the current game.
2. The user selects to reset the current game or goes back[Use Case Ends]
3. The system resets the current game using the previous settings and clears all pieces on the board [Alt 1: Failed to reset game]
4. The system informs the user that the game has been successfully reset.

Alternative Flows:

1. Alt 1: Failed to reset game
 - The system informs the user that it has failed to reset the game.
 - The system closes the current game and opens Blokus game(reference: Open blokus game use case)

Exceptions:

- If the system fails to reset a game, then the system informs the user of the problem and records a log, the use case ends.

Special Requirements:

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Open Issues:

- Does the game run properly or does it throw errors?

Game Over:

Primary Actor: Player

Stakeholders and Interests:

- *Player*: wants to know who won the game
- *Software Developers*: wants to determine and announce winner without any errors
- *UI Designers*: want the end game screen to feel interactive and user friendly

Preconditions:

- Open Blokus Game use case
- Game has been initiated (initiate a game use case) or game has been loaded (load a game use case)
- Players cannot take anymore turns and take a turn user case has ended

Postconditions:

- Winner is announced
- User plays new game or game exits

Main Success Scenario:

1. The system informs the user that the game is over.
2. The system determines the winner.
3. The system informs the user which player has won the game.
4. The system provides the user with the opportunity to play again with the previously selected settings or to play a new game with different settings or to exit the game [Use Case Ends]
5. The user selects to play again with the previously selected settings [Alt 1: User selects to play a new game with different settings]
6. The system informs the user that the new game has successfully started [Use Case Ends] [Take a turn use case starts]

Alternative Flows:

1. Alt 1: User selects to play a new game with different settings
 - Game Over Use Case ends
 - Initiate a game use case starts

Exceptions:

- If there are any errors arise while determining the winner then the system informs the user, logs the error and any other relevant information. [Use case ends]

Open Issues:

- Players should not be able to interact with the board game during Game Over Use Case