Use Case Description – Moving Barricades

Use Case	Moving Barricades
Primary Actor	User
Stakeholder and interests	Users – Landing on the barricade, Moving barricade, Blocking opponent movement.
Pre-conditions	1. The user has successfully started the game. 2. The system allow the user to make their move. 3. The user has the specific amount of die value to land on a barricade.
Post-conditions	The user landed on the barricade and can place the barricade in any space they choose to.
Main Success Scenario	1. The system has provided the user with their turn to make a move. 2. The user requests the system with a face value on the die. 3. The system provides the user with a face value on the die. 4. The user chooses to land on a barricade. (Alt1: The die value provided is not enough for the user to land their token on a barricade) 5. The system moves the user's token to the barricade chosen. 6. Upon landing on the barricade, the system provides the user with options to move the barricade to any space on the board. (Alt2: User's token, Opponent's token or another barricade already present on a specific space on the board.) 7. The user chooses their desired space on the board to move the barricade to. 8. The system moves the barricade to the space chosen by the user.
Alternative Flows	Alt1: The die value provided is not enough for the user to land their token on a barricade. (Step 4) ➢ The system moves the user's token as per the die's value and user's request. Alt2: User's token, Opponent's token or another barricade already present on a specific space on the board. (Step 6) ➢ The systems provides the user with spaces to move the barricade, other than the occupied spaces.
Exception	➢ The user chooses to exit the game or save the game in the middle of gameplay.
Special Requirements	➢ Token color options must be provided for the visually impaired. ➢ Confirmation to save the game to be provided by the system to the user.
Open Cases	➢ Animation of the barricade.