

## Fully Dressed Use Case Description:

### 'First Move'

**Primary Actor:** Player

**Stakeholders and Interests:**

- *Player*: wants to roll the dice and move the token of their choice the same number of steps as shown on the face value of the dice. And they want to do it in any direction they want.

**Preconditions:**

- Player has launched the game successfully and the system tells the player it's their turn.

**Success Guarantee (Postconditions):**

- Player is able to roll the dice and move the token to a position of their choice (in accordance with the face value).

**Main Success Scenario:**

1. The system provides the user with the opportunity to make their first move.
2. The user requests the system for a face value on the dice.
3. The system provides the user with a face value on the dice.
4. The system provides the user to move any of their token.
5. The user selects a token of their choice. *[Alt1: User chooses another token]*.
6. The system shows them the grid they can move to.
7. The user elects to move to grid of their choice. *[Alt2: User chooses another grid]*.
8. The system moves the piece to the position selected by the user. *[Use Case Ends]*.

**Alternative Flows:**

*Alt1: User chooses another token*

1. The system will move that token when the user chooses the grid

*Alt2: User chooses another grid*

1. The system moves the piece to the position selected by the user.

**Exceptions:**

- If the user chooses to quit or save the game at any step of the main success scenario.

**Special Requirements:**

- Colors of the pieces used must provide - or be able to provide - for the visually impaired (e.g., color blindness).
- Confirmation to the saved game to be provided to the user upon the request to save the game.

**Open Issues:**

- Animation of dice