Use Cases

Use Case 1: To Setup Game

Step	User Action	System Response
1	User launches application	
2		System displays dialog box: `Please select board style.`
3	User selects board style	
4		System displays dialog box: `Please select number of stones per pit.`
5	User selects stones per pit	
6		System initializes game with user specified options

Use Case 2: To Take Turn

Step	User Action	System Response
1	User carries out **Setup Game**	
2	Current player selects pit	
3		System checks move flag
4		System checks selected pit
5		System executes turn in accordance with game rules
6		System updates move flag

Variation 1: Move Already Taken

1.1   Start at Step 3

1.2   Stop

Variation 2: Invalid Pit Selected

2.1   Start at Step 4

2.2   Stop

Use Case 3: To Undo Turn

Step	User Action	System Response
1	User carries out **Setup Game**	
2	Current player selects undo	
3		System checks move flag
4		System checks undo flag
5		System reverts turn
6		System update undo flag

Variation 1: Move Not Taken

1.1 Start at Step 3

1.2 Stop

Variation 2: Excessive Undos

2.1 Start at Step 4

2.2 Stop

Use Case 4: To End Turn

Step	User Action	System Response
1	User carries out **Setup Game**	
2	Current player selects end	
3		System checks move flag
4		System checks win condition
5		System updates turn flag depending on free flag
6		System resets undo, free, and move flags.

Variation 1: No Move Taken

1.1   Start at Step 3

1.2   Stop

Variation 2: Game Over

2.1   Start at Step 4

2.2   System displays dialog box:

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Winner is Player _!
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2.3   User terminates application