

USE CASES: TIC TAC TOE

1. Choose pattern layout

Step	User's Action	System's Response
1		System prompts 2 board pattern style
2	User clicks on a pattern	
3		System displays the chosen pattern

2. Undo feature

Step	User's Action	System's Response
1		System prompts: It's player 1 (or 2)'s turn
2	User clicks on the square to choose a move	
3		System prompts: Player 2 (or 1)'s turn
4	User clicks on the Undo button	
5		System removes the player's action on the previous move
6		System prompts: It's player 1's (or 2) turn
7	User clicks on a square to choose a move	
8		System prompts: It's player #2's (or #1) turn

3. Choose a move

Step	User's Action	System's Response
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1		System prompts: It's player #1's (or #2) turn
2	User clicks on the square to choose a move	
3		System prompts: It's player #2's (or #1) turn

Variation #1: User tries to play on an unavailable square

1.1 In step 2, player chooses a square that has already been played on

1.2 The system doesn't register the player's move, the text area still displays that player's turn

1.3 The user clicks on an available square

1.4 The program moves to step 3

4. There is a winner

Step	User's Action	System's Response
1	User choose a move	
2		System prompts:It's player #1's (or #2) turn
3		Systems prompts: Player #1 (or #2) wins!

Variation #1: There is a tie

1.1 In step 1, player chooses the last square but there is no winner

1.2 The system prompts: It's a tie!