Use Case Description: Initiate a Game

Primary Actor: Player

Main Succes Scenario:
1. The user requests to open the game.
2. The system retrieves the game menu and displays it to the user.
3. The system provides the user with options to resume a saved game, start a new game, settings and exit application.
4. The user selects to start a new game.
5. The system provides the user with settings to select including difficulty, number of players and colorblind modes.
6. The user selects difficulty, number of players and a colorblind mode.
7. The system initiates the game and displays the grid, allowing the user to take the first turn.

Alternative flows:

4.a   The user selects to resume a saved game.

  b   The system retrieves the game settings and positions of each block and resumes the game from last progress

Use Case Description: Take a Turn

Primary Actor: Player

Preconditions:
- The user has initiated a game.

Main Success Scenario:
1. The system provides the user with a list of tiles to choose from.
2. The user selects a tile.
3. The system prompts with the option to rotate or flip the tile.
4. The user chooses to not rotate the tile.
5. The system allows the user to place the tile on the board.
6. The user places the tile on the board.
7. The system checks if the move is valid and takes the placement into account.

Alternate flows:

4.a   The user selects to rotate the tile.
  b   The system rotates the tile selected.

7.a   The system detects the move is not valid.
  b   The system allows the user to place tile again.