

ID:	001
Title:	Start game
Primary Actor:	Player
Preconditions:	The game has been run, and a prompt asking to enter the number of Players is displayed.
Postconditions:	Each Player is prompted to enter their name.
Main Success Scenario:	<ul style="list-style-type: none">- A number greater than 1 and less than 4 is entered.- The Game successfully validates the number of players entered.- Each Player is prompted to enter their name one by one.
Extensions:	Alternate Scenario 1: <ul style="list-style-type: none">- A number less than 1 or greater than 4 is entered.- Validation of the number of Players fails.- A new (valid) number is prompted to be entered again.
Status:	Complete
Priority:	High

ID:	002
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Title:	Join the game
Primary Actor:	Player
Preconditions:	The game has been run, and the number of Players joining the game has been entered. Each Player is prompted to input their name.
Postconditions:	A new Player is added to the Game, and the prompt to enter their name is displayed to the next Player.
Main Success Scenario:	<ul style="list-style-type: none"> - Player inputs their name. - The Player is assigned a new Deck (with 37 Cards), a Bug Card, a Turtle tile, a Jewel tile, and unique id. - Player's tiles are set up on the Board. - The next Player is prompted to enter their name.
Extensions:	Alternate Scenario 1: <ul style="list-style-type: none"> - All players have entered their names. - Display a message saying "Everyone has entered their name; the game starts now." - The turn (to pick a Card) is assigned to the unique id of a random Player in the game. - The Board is displayed to the Players.
Status:	Complete
Priority:	High

ID:	003
Title:	Pick a Card
Primary Actor:	Player
Preconditions:	It's the current Player's turn and they are prompted to select a Card.
Postconditions:	A move request corresponding to the Card selected is successfully submitted.
Main Success Scenario:	<ul style="list-style-type: none"> - Player selects a Card (shown in UI). - A move request is submitted. (see 005)
Extensions:	
Status:	Complete
Priority:	High

ID:	004
Title:	Play a Bug card
Primary Actor:	Player
Preconditions:	It's the current Player's turn and they are prompted to select a Card.

Postconditions:	The previous move made by the Turtle tile assigned to the Player is undone.
Main Success Scenario:	<ul style="list-style-type: none"> - Player selects a Bug Card. - A move request is submitted. (See 005) - The previous move made by the Turtle tile associated with the Player is undone.
Extensions:	Alternate Scenario 1: <ul style="list-style-type: none"> - Players select a Bug Card before a move is made (e.g., at the beginning of the game). - No move request is submitted. - Print a message saying "No previous move has been made by the player; select an instruction card!". - The Player is prompted to select a new Card.
Status:	Complete
Priority:	Medium

ID:	005
Title:	Make a move
Primary Actor:	Player
Preconditions:	Player has selected a Card and a move request has been submitted.
Postconditions:	The Turtle tile moves on the Board according to the instruction in the Card selected.
Main Success Scenario:	<ul style="list-style-type: none"> - The Game successfully validates the move request. - The Turtle tile is moved on the Board / transport to the destined tile as per the instruction in the Card selected. - The turn is assigned to the next Player in line.
Extensions:	<p>Alternate Scenario 0 (see 006):</p> <ul style="list-style-type: none"> - Player's turtle attempts to crash into an ice wall. - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 1:</p> <ul style="list-style-type: none"> - Validation of the move fails due to the move resulting in the Turtle tile potentially moving out of the Board. - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 2:</p> <ul style="list-style-type: none"> - Validation of the move fails due to the move resulting in the collision of two Turtle tiles. - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 3:</p> <ul style="list-style-type: none"> - Validation of the move fails due to the move resulting in the Turtle tile reaching another Player's Jewel. - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 4:</p> <ul style="list-style-type: none"> - Validation of the move fails due to the move resulting in the collision into a stone wall - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card.

	<p>Alternate Scenario 5:</p> <ul style="list-style-type: none"> - Validation of the move fails due to the move resulting in the collision into a portal tile where the other end of the portal tile is occupied - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 6 (See 009):</p> <ul style="list-style-type: none"> - Executing the move results in the Turtle Card reaching the Jewel corresponding to the Player in turn. - A message is printed saying "The player has successfully completed the game". - The Player in turn leaves the game. - The turn is assigned to the next Player in line. <p>Alternate Scenario 7 (See 006):</p> <ul style="list-style-type: none"> - Executing the move results in the IceWall tile in front of the turtle to melt. - The IceWall tile melt/is removed <p>Alternate Scenario 8:</p> <ul style="list-style-type: none"> - Validation of the move fails because the player is attempting to shoot laser at a tile that is not IceWall - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 9 (See 007):</p> <ul style="list-style-type: none"> - Executing the move results in the Crate tile in front of it to move in the same direction that the Turtle tile is facing. - The Crate tile is moved in the appropriate direction. <p>Alternate Scenario 10:</p> <ul style="list-style-type: none"> - Validation of the move fails because the player is attempting to move the Crate tile in front of their Turtle tile and there is a collision with another tile (e.g. Portal, IceWall, another Crate). - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card. <p>Alternate Scenario 11:</p> <ul style="list-style-type: none"> - Validation of the move fails because the player is attempting to move the Crate tile in front of their Turtle tile and the crate moves out of the board. - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card.
Status:	Complete
Priority:	High

ID:	006
Title:	Eliminate ice wall
Primary Actor:	Player
Preconditions:	The player chooses a laser card.
Postconditions:	The icewall is eliminated.
Main Success Scenario:	<ul style="list-style-type: none"> - Ice wall is removed - The player can step on the tile.
Extensions:	Alternate Scenario 1: <ul style="list-style-type: none"> - There isn't any ice wall to be removed - The move request is cancelled. - A message is printed saying "The move isn't valid!". - The Player is prompted to select a new Card.
Status:	Complete
Priority:	High

ID:	007
Title:	Crate
Primary Actor:	Player
Preconditions:	The player faces a crate.

Postconditions:	The crate has been pushed.
Main Success Scenario:	<ul style="list-style-type: none"> - Crate has been pushed according to turtle's direction
Extensions:	
Status:	Complete
Priority:	High

ID:	008
Title:	Portal Tile
Primary Actor:	Player
Preconditions:	The player's move results in the turtle steps on a portal tile.
Postconditions:	The player's turtle appears on another portal tile
Main Success Scenario:	<ul style="list-style-type: none"> - The player's move results in the turtle steps on a portal tile. - Turtle is transfer immediately to another portal tile
Extensions:	
Status:	Complete

Priority:	High
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ID:	009
Title:	Complete the game
Primary Actor:	Player
Preconditions:	The Player's Turtle tile has reached their corresponding Jewel.
Postconditions:	The Player exits the game.
Main Success Scenario:	<ul style="list-style-type: none"> - The Turtle tile associated with the Player in turn reaches their Jewel on the Board. - A message is printed saying the player has successfully completed the game. - Exit the Player from the game (the turn isn't given to the Player anymore). - The turn is assigned to the next Player in line.
Extensions:	Alternate Scenario 1: <ul style="list-style-type: none"> - The Player in turn is the last Player to reach their Jewel. - A message is printed saying that the game has been successfully completed by all players. - The RobotTurtleGame is closed.
Status:	Complete
Priority:	High