

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



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



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



<b>ID:</b>	<b>004</b>
<b>Title:</b>	Play a Bug card
<b>Primary Actor:</b>	Player
<b>Preconditions:</b>	It's the current Player's turn and they are prompted to select a Card.
<b>Postconditions:</b>	The previous move made by the Turtle tile assigned to the Player is undone.
<b>Main Success Scenario:</b>	<ul style="list-style-type: none"> <li>- Player selects a Bug Card.</li> <li>- A move request is submitted. <b>(See 005)</b></li> <li>- The previous move made by the Turtle tile associated with the Player is undone.</li> </ul>
<b>Extensions:</b>	<b>Alternate Scenario 1:</b> <ul style="list-style-type: none"> <li>- Players select a Bug Card before a move is made (e.g., at the beginning of the game).</li> <li>- No move request is submitted.</li> <li>- Print a message saying "No previous move has been made by the player; select an instruction card!".</li> <li>- The Player is prompted to select a new Card.</li> </ul>
<b>Status:</b>	Complete
<b>Priority:</b>	Medium





<b>ID:</b>	<b>005</b>
<b>Title:</b>	Make a move
<b>Primary Actor:</b>	Player
<b>Preconditions:</b>	Player has selected a Card and a move request has been submitted.
<b>Postconditions:</b>	The Turtle tile moves on the Board according to the instruction in the Card selected.
<b>Main Success Scenario:</b>	<ul style="list-style-type: none"> <li>- The Game successfully validates the move request.</li> <li>- The Turtle tile is moved on the Board as per the instruction in the Card selected.</li> <li>- The turn is assigned to the next Player in line.</li> </ul>
<b>Extensions:</b>	<p><b>Alternate Scenario 1:</b></p> <ul style="list-style-type: none"> <li>- Validation of the move fails due to the move resulting in the Turtle tile potentially moving out of the Board.</li> <li>- The move request is cancelled.</li> <li>- A message is printed saying "The move isn't valid!".</li> <li>- The Player is prompted to select a new Card.</li> </ul> <p><b>Alternate Scenario 2:</b></p> <ul style="list-style-type: none"> <li>- Validation of the move fails due to the move resulting in the collision of two Turtle tiles.</li> <li>- The move request is cancelled.</li> <li>- A message is printed saying "The move isn't valid!".</li> <li>- The Player is prompted to select a new Card.</li> </ul> <p><b>Alternate Scenario 3:</b></p> <ul style="list-style-type: none"> <li>- Validation of the move fails due to the move resulting in the Turtle tile reaching another Player's Jewel.</li> <li>- The move request is cancelled.</li> <li>- A message is printed saying "The move isn't valid!".</li> <li>- The Player is prompted to select a new Card.</li> </ul> <p><b>Alternate Scenario 4 (See 006):</b></p> <ul style="list-style-type: none"> <li>- Executing the move results in the Turtle Card reaching the Jewel corresponding to the Player in turn.</li> <li>- A message is printed saying "The player has successfully completed the game".</li> <li>- The Player in turn leaves the game.</li> <li>- The turn is assigned to the next Player in line.</li> </ul>
<b>Status:</b>	Complete
<b>Priority:</b>	High



<b>ID:</b>	006
<b>Title:</b>	Complete the game
<b>Primary Actor:</b>	Player
<b>Preconditions:</b>	The Player's Turtle tile has reached their corresponding Jewel.
<b>Postconditions:</b>	The Player exits the game.
<b>Main Success Scenario:</b>	<ul style="list-style-type: none"> <li>- The Turtle tile associated with the Player in turn reaches their Jewel on the Board.</li> <li>- A message is printed saying the player has successfully completed the game.</li> <li>- Exit the Player from the game (the turn isn't given to the Player anymore).</li> <li>- The turn is assigned to the next Player in line.</li> </ul>
<b>Extensions:</b>	<b>Alternate Scenario 1:</b> <ul style="list-style-type: none"> <li>- The Player in turn is the last Player to reach their Jewel.</li> <li>- A message is printed saying that the game has been successfully completed by all players.</li> <li>- The RobotTurtleGame is closed.</li> </ul>
<b>Status:</b>	Complete
<b>Priority:</b>	High

