

GET A HINT

Primary Actor: Player

Stakeholders and Interests:

- *Player:* Wants help in where to place the next piece

Preconditions:

- It is the player's turn
- The player has selected a piece

Postconditions:

- N/A

Main Success Scenario:

1. The player elects to get a hint
2. The system checks the board for valid moves of that piece
3. The system highlights the area that a piece could be placed (Alt1: There are no valid moves for the piece)

Alternative Flows:

Alt1: There are no valid moves for the piece

1. Nothing is highlighted
2. The system outputs a message stating there are no valid moves remaining for the piece

Exceptions:

- If at anytime, the system is unable to give a hint despite the request being made and there being valid moves on the board, the system provides a message stating that the hint function failed.

Special Requirements:

- Color of pieces used must provide – or be able to provide for color vision deficiency.
- The hint highlight also needs to be able to provide for color vision deficiency.

Open Issues:

- Should we make the hint to be an actual good move or just a playable one?