Fully Dressed Use Case:

Place a Piece

Primary Actor: Player

Stakeholders and Interests:

- Player(s): Wants to play a piece by putting it on the board

Preconditions:

- It is the player's turn

Postcondition:

- The system puts the selected piece onto the chosen position on the board and removes the piece from the container.

Main Success Scenario:

1. The system provides the possible pieces to choose from
2. The user chooses a piece
3. The system highlights the selected piece
4. The user places the piece onto the board [Alt1: The user selects a different piece].

Alternative Flows:

Alt1: The user selects a different piece

   1. The previously selected piece is unhighlighted

   2. Flow resumes at Main Success Scenario Step 2

Exceptions:

- If there is no possible place whatsoever for the player to place their piece, then their turn will be automatically skipped.

Special Requirements:

- Colour/texture of the pieces must allow for all players to be able to differentiate from each others' pieces while also not interfering with the perceived shape of the piece

Open Issues:

- Should the system validate the move before placing the piece on the board or after placing the piece on the board?