

Primary Actor: Player

Stakeholders and Interests:

- *Player:* The player gets to play his/her desired valid move on the board.

Preconditions:

- Players have initiated the game

Postconditions:

- The system either place a piece of the players on the board or skip their turn if there are no valid moves left for respective players

Main Success Scenario:

1. The system checks if there are any valid moves for the user
2. The system asks the user to take the turn. (Alt1: No valid moves for the player)
3. The system provides the pieces for the user to select from.
4. The user selects the piece.
5. The system provides user to rotate or/ and flip the piece.
6. The user rotates and/or flips the piece. (Alt2: The user declines it)
7. The system provides the board to place the piece.
8. The user selects the place on the board.
9. The system validates the user's move.
10. The system places user's piece on the board (Alt3: Move is not valid).

Alternative Flows:

Alt1: No valid moves for the user

1. The system skips the turn of the user

Alt2: The user declines it

1. Flow resumes at Main Success Scenario Step7.

Alt3: Move is not valid

1. The system informs the user about the invalid move
2. Flow resumes at Main Success Scenario Step3.

Exceptions:

- If at any time, system is unable to place the piece on the board despite the valid move, then the game gets crashed and the options of sending the report to the developer is provided.

Special Requirements:

- Color of pieces used must provide – or be able to provide for color vision deficiency.
- Places user's selected piece on the board or asks the user to play a valid move with in 1-3 seconds.

Open Issues:

- Does the system provide hints on default on player's first turn?
- Does the system save the game before the crash and provides the user to play again from where the moment before crash?