

Fully Use Case Description of

Alter the State of the piece

Primary Actor: Player

Stakeholders and Interests:

- *Player:* Change the orientation of a piece to a desired orientation
- *Mattel (BLOKUS):* People are playing their game
- *Programmers:* The game is working without hitch

Preconditions:

- It's the user's turn

Postconditions:

- The state/orientation of the piece is saved in the system

Main Success Scenario:

1. The user selects a piece they want to alter the state of
2. The system offers the chance for the user to rotate the piece
3. The user elects to not rotate the piece (Alt1: The user elects to rotate the piece)
4. The system offers the chance for the user to flip the piece
5. The user elects to not flip the piece (Alt2: The user elects to flip the piece)
6. The system offers the choice to play the piece with this orientation or change it again
7. The user is ready to play with the piece. (Alt3: The user is not satisfied with the orientation of the piece and wants to flip/rotate it again)

Alternative Flows:

Alt1: The user elects to rotate the piece

- The system gives the user the option to rotate the piece clockwise or counter clockwise
- The user selects which direction they want the piece to rotate
- The system shows the new orientation based on which direction was chosen
- Flow resumes at Main Success Scenario 3

Alt2: The user elects to flip the piece

- The system gives the user the option to flip the piece vertically or horizontally
- The user selects which direction they want the piece to flip
- The system shows the new orientation based on which direction was chosen
- Flow resumes at Main Success Scenario 5

Alt3: The user is not satisfied with the orientation of the piece and wants to flip/rotate it again

- Flow resumes at Main Success Scenario 3

Exceptions:

- If at any time, system is unable to rotate and/or flip the piece on the board despite the request has been made to do so, 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 within 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?