

Brief Use Case Descriptions

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Save a Game: The player selects the “Save” option. The system checks whether it is the players turn and will only save if it currently is. The system then saves the board information and informs the player that the save was successful. (Note: May give the option to provide the saved game with a name)

Load a Game: The player selects the “Load Game” option. The system then checks if there is a game in memory that has been saved. If so, that previous game opens and the players turn is next. (Note: May provide a list of saved games depending on how we implement it)

Rotate a Piece: The player selects a piece. The player then selects that they want to rotate the piece either clockwise or counterclockwise. The system rotates the piece either 90 clockwise or counterclockwise depending on the players choice.

Flip a Piece: The player selects a piece. The player selects that they want to flip the piece vertically or horizontally. The piece is mirrored on the x-axis or y-axis depending on the players choice.

Validate Move: The player will attempt to place their piece on the board. The system will ensure that the piece is touching corners with another piece of the same color and not the sides of it. The system will ensure that the entire piece being placed is on the game board and not overlapping another piece. If any of these conditions have not been met the system will not allow the player to place the piece, otherwise the piece will be placed at the spot the player has selected