**Primary Actor:** Player

**Stakeholders and Interests:**

* Player who want to play the game with other players / and CPU

**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 decides to rotate or and flip the piece (Alt2: Not want to rotate and/or flip the piece).
7. The system provides user to reselect the piece.
8. The user doesn’t reselect the piece (Alt3: The user reselects the piece)
9. The system provides the board to place the piece on (Alt4: No place for the user to place pieces).
10. The user selects place on the board.
11. The system validates the user’s move.
12. The system places user’s piece on the board (Alt5: Move is not valid).

**Alternative Flows:**

*Alt1: No valid moves for the user*

1. Skips the turn of the user

*Alt2: Not want to rotate and/or flip the piece*

1. Flow resumes at Main Success Scenario Step 6.

*Alt3: The user reselects the piece*

1. Flow resumes at Main Success Scenario Step4.

*Alt4: No place on the board for the user to place pieces*

1. The system skips the turn of the user.

*Alt5: Move is not valid*

1. The system informs the user about his invalid move and asks to play the valid move.

**Exceptions:**

**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?