**GET A HINT**

**Primary Actor:** Player

**Stakeholders and Interests:**

* *Player:*  Wants help in where to place the next piece

**Preconditions:**

* It is the player’s turn
* The player has selected a piece

**Postconditions:**

* N/A

**Main Success Scenario:**

1. The player elects to get a hint
2. The system checks the board for valid moves of that piece
3. The system highlights the area that a piece could be placed (Alt1: There are no valid moves for the piece)

**Alternative Flows:**

*Alt1: There are no valid moves for the piece*

1. Nothing is highlighted
2. The system outputs a message stating there are no valid moves remaining for the piece

**Exceptions:**

* If at anytime, the system is unable to give a hint despite the request being made and there being valid moves on the board, the system provides a message stating that the hint function failed.

**Special Requirements:**

* Color of pieces used must provide – or be able to provide for color vision deficiency.
* The hint highlight also needs to be able to provide for color vision deficiency.

**Open Issues:**

* Should we make the hint to be an actual good move or just a playable one?