**Fully Dressed Use Case:**

**Place a Piece**

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player(s): Wants to play a piece by putting it on the board

**Preconditions:**

* It is the player’s turn

**Postcondition:**

* The player’s turn is over and the next player’s turn begins

**Main Success Scenario:**

1. The system provides the possible pieces to choose from
2. The user chooses a piece
3. The system highlights the selected piece
4. The user places the piece onto the board [Alt1: The user selects a different piece]
5. The system puts the selected piece onto the chosen position on the board and removes the piece from the container

**Alternative Flows:**

Alt1: The user selects a different piece

1. The previously selected piece returns to the container and is unhighlighted

2. Flow resumes at Main Success Scenario Step 2

**Exceptions:**

* If there is no possible place whatsoever for the player to place their piece, then their turn will be automatically skipped.

**Special Requirements:**

* Colour/texture of the pieces must allow for all players to be able to differentiate from each others’ pieces while also not interfering with the perceived shape of the piece

**Open Issues:**

* What if a player decides they want to skip their turn when there are valid moves possible?