

Tic Tac Toe

Use Case: Play a game of Tic-Tac-Toe

Participating Actors: Player 1, Player 2

Goal: Play a game from start to finish

Basic Flow:

1. Player 1 starts as the current player and player 2 as the other player
2. The current player reviews the board
3. The system presents the board to the Player
4. The current player makes a move and checks a specific available rubric on the board
5. The system registers the move and swaps the current player with the other player.
6. This flow repeats (from step 2) until either one player wins or there is a draw.
7. The system announces the results and ends the game.

Alternate Flows:

At any step during the game one of the players decides to restart the game

- a1. The system generates a new empty game board and the game begins
- a2. The flow proceeds from step 1 of the basic flow

4b. A Player attempts to move when it is not their turn

4b1. The System indicate that it is now the turn of the other Player and the flow continues from step 4

4c. The current player attempts to make an illegal move.

4c1. The system indicates that the move is illegal and the flow continues from step 4.