Primary Actors

- The User/Player(s)

Stakeholders & Interests

- Instructor Mark Hatcher
- Teaching Assistant Mushfiqus Salehin
- Other groups

Preconditions

- There must be a game in progress
- It must be the current player's turn
- The player has remaining stone(s)
- Valid combination(s) have been rolled by the player
- Square(s) are available for selected combination

Postconditions

- A stone is placed on the board
- The turn is passed to the next player or the game ends

Special Requirements

- System provides feedback when a stone is successfully placed

Main Success Scenario: Place a stone

1. System displays any valid combinations rolled by the player, and asks the player to select one
2. Player selects a combination they rolled, corresponding to certain squares on the board
3. System records the combination selected by the player
4. System displays the valid squares to place a stone on based on the combination selected by the player
5. System asks the player to select a valid square to place down a stone
6. Player elects to choose a square to place the stone on
7. System records the square selected by the player
8. System places the stone on the selected square, and visually indicates that the square is now occupied by a stone
9. System updates the number of remaining stones for the player who placed the stone
10. System passes the turn to the next player {alt 1: The player has the final turn}

Alt 1: The player has the final turn
1. System ends the game, calculates the scores based on the stones on the board, and displays the winner.