**Use Case:** Play against AI

**Actor**: Player

**Precondition**: The player selected a new game where he will play against an AI entity

**Main Scenario**

1-. Start Game

*Repeat the following until a player wins:*

3-. Player/AI inputs a coordinate

2-. Display the board and displays a status message asking the player to make a move

4-. Validate the coordinate selected

5(a)-. If a valid coordinate is selected

6(a)-. Display the updated board

7(a)-. Check if player/AI won

If won move to step 10.

8(a)-. Change turn

9(a)-. Return to step 3

5(b)-. If an invalid coordinate is selected

6(b)-. Reports an error in the status panel

7(b) -.Prompts the user to select a new coordinate

10-. Reports out a congratulations message for the player or AI that won.

11-. Game is stopped.

**Input Events from Player/AI System Events and Responses**

**Alternative Scenario:**

The Game is tied, display a message that the game was tied and stop execution.

**Use Case:** Play against another Player

**Actor**: Player

**Precondition**: The player selected a new game where he will play against another player in the same computer.

**Main Scenario**

2-. Display the board and displays a status message asking the first player to make a move

4-. Validate the coordinate selected

5(a)-. If a valid coordinate is selected

6(a)-. Display the updated board

7(a)-. Check if player won

If won move to step 10.

8(a)-. Change turn

9(a)-. Return to step 3

5(b)-. If an invalid coordinate is selected

6(b)-. Reports an error in the status panel

7(b) -.Prompts the user to select a new coordinate

10-. Reports out a congratulations message for the player that won.

11-. Game is stopped.

1-. Start Game

*Repeat the following until a player wins:*

3-. Player/AI inputs a coordinate

**Input Events from Either Player System Events and Responses**

**Alternative Scenario:**

The Game is tied, display a message that the game was tied and stop execution.