

Actors:

Player: User can choose symbol, place the symbol and can win the game

Computer: User is assigned a symbol, can place the symbol and win the game.

System: Manages the operation of the game, decides who is the winner

Cases and Scenarios:

1. Player chooses symbol:

Actor: Player

Scenario: Player decides which symbol to use (X or O)

Use Case: Scanner in the Main class

2. Start the Game

Actor: Player, Computer, System

Scenario: Player and Computer alternatively choose positions on the board,

System ensures the symbol is placed in the correct position

Use Case: startGame() in the Game class

3. Announce the Result

Actor: System

Scenario: System will check the Board after every turn to see if there is a winner or a draw

Use Case: checkWinner() in the Game class