Taking a Turn

Primary Actor: Player

Stakeholders and Interests:

·   Players: want a simple gaming experience, want to add currently chosen domino to their territory, want their turn to come according to the pre-determined order from the previous round, want to choose domino from new set of dominoes, don't want any failures or errors during the process

Preconditions: Game is set-up and/or Chosen set of dominoes are in ascending order

Success Guarantee (Post-conditions): Next Player takes their turn

Main Success Scenarios:

1.   System prompts the player to add the domino to their kingdom.
2.   Player tries to add the chosen domino to its kingdom
3.   System checks whether the connection rules for adding a domino to the kingdom are followed.
4.   System displays an acknowledgment message for successful addition of domino or a warning message for unsuccessful addition of domino indicating that the player violates the connection rule and shows which connection rule is violated. [Alt1: Addition Unsuccessful]
5.   System prompts the player to claim a domino from new set of dominoes.
6.   Player claims a domino from the new set of dominoes
7.   System records and displays the information of newly claimed domino to the player [Use Case ends]

Alternative Flows:

Alt1: Addition Unsuccessful

1. Flow resumes at Step 1.

Exceptions: If at any time the system is unable to retrieve, record or provide details then the system informs the player of the problem, attempts to record the time and nature of the failure and the use case ends.

Open Issues: verifying connection rules, checking whether a selected domino can be added to the player's kingdom.