

Place a Domino

Primary Actor: Player

Stakeholders and Interests:

- Player: Should be able to place the domino in his kingdom..

Preconditions: The game is setup and the player placed a king meeple on a domino.

Success Guarantee (Postconditions): Domino placed in the kingdom without violating the rules.

Main Success Scenario (Happy Path):

1. The user indicates to move the domino from the line.
 2. The system checks the rules of placing this domino in the kingdom
 3. The system confirms that this domino can be placed in the player's kingdom [Alt1:
Domino cannot be placed]
 4. The system gives the user one or more options to place this domino
 5. The user chooses the position for the domino to be placed
 6. The system displays the domino on the user's chosen position in the kingdom.
- [Use case ends]

Alternative Flows:

Alt1: Domino cannot be placed

1. The system informs the user that this domino cannot be placed according to the game rules.
 2. The system discards the domino from the gameboard.
- [Use case ends]

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.

Special Requirements:

Open Issues: Limiting the positions that the player can choose from while taking a turn.