

Placing a King Meeple

Primary Actor: Player

Stakeholders and Interests:

- Players: want to choose a domino from the line of dominoes by placing a king meeple on top of it, don't want any failures or errors during the process.

Preconditions: Game is set up.

Success Guarantee (Postconditions): The player places the king meeple on the chosen domino.

Main Success Scenarios:

1. The user indicates to place a king meeple.
2. The system provides the user with the list of dominos it can choose from to place its king meeple.
3. The user chooses the domino from the provided list.
4. The system stores the details of the chosen domino and places the king meeple on the chosen domino
[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.

Open Issues: providing the new set of dominos from the drawing pile, recording the details of the chosen domino.