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 predetermined 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.   The system gives the opportunity to the player to add the chosen domino to their kingdom.
2.   The user places the chosen domino on the gameboard.
3.   The system places the domino on the gameboard and displays an acknowledgment message for successful addition.   [Alt1: Fails to place domino]
4.   The system gives an opportunity to the user to claim a new domino from the next line of dominoes.
5.   The user chooses a domino from the next line of dominoes.
6.   The system records and displays the information of newly chosen domino to the user. [Use Case ends]

Alternative Flows:

Alt1: Fails to place domino

        The user violates the rules by placing the domino in the wrong position.

        The system displays a warning message for unsuccessful addition of domino indicating that the player violates the connection rule.

        Flow resumes from step 2.

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.