

## **Brief use cases**

### **Main menu:**

When the game is opened, the system displays the title and a main menu. The player can start a new game, load a previous game, quit the game, or choose to read the rules for the game.

### **Choose player colour:**

After the player chooses to start game, the system allows the user to choose their name, colour, and shape. The system verifies that the colour and shape is not already chosen by another player and informs the player that the colour selection was successful.

### **Closing game:**

If the player chooses to close the game, the system displays a window which allows the user to save the game progress for each player.

### **Winning a game:**

The system keeps the record of every player's pieces. The system verifies when a player has claimed three of the board's numbered columns. The system displays a window showing the name of the winner.