Checkers Use Case 4

Name	Player has no pieces left or cannot move
ID	UC04
Brief Description	Decide end of game
Actors (primary and supporting/secondary)	Player
Triggers	Player turn but cannot make a move
Preconditions	Must be players turn
Primary Flow	1. Game is ended and go back to start/home screen
Alternate Flows	1a. No pieces left so other person wins 1b. Player cannot move any pieces so other person wins
Minimal Guarantees	Game is over
Success Guarantees	Game is over