

Checkers Use Case 2

Name	Moving non-crowned pieces
ID	UC02
Brief Description	Player moves normal pieces if possible
Actors (primary and supporting/secondary)	Active player
Triggers	Game has been started and is active players turn
Preconditions	Player must have pieces left that can be moved
Primary Flow	<ol style="list-style-type: none">1. Player selects a piece2. Player selects where to move the piece3. Piece moves if move is valid4. If piece reaches opponents base row then crown the piece
Alternate Flows	<p>2a. If player selects an invalid position the game will not allow the input.</p> <p>3a. If movement involves jumping a piece from other player then remove the piece after the movement and allow additional movement if another piece can be jumped by the original moved piece.</p>
Minimal Guarantees	Players turn is over.
Success Guarantees	Next players turn