

Checkers Use Case 1

Name	Game Start
ID	UC1
Brief Description	Game is initially run
Actors (primary and supporting/secondary)	Player
Triggers	Player opens application
Preconditions	Program is running and accepting data.
Primary Flow	<ol style="list-style-type: none">1. Window pops up allowing user to choose new game, save or load.2. Selection is made to play new game3. Player names are requested and entered by players3. New window opens and board is drawn4. Player information is processed and first player is selected.
Alternate Flows	<ol style="list-style-type: none">1. Player exits game – exits game closing all windows2. Player selects to load a previously saved game<ol style="list-style-type: none">a. Select previously saved gameb. Game is loaded and board is configuredc. Next player up is selected.
Minimal Guarantees	Full functionality of the game
Success Guarantees	Player returns to the start or home screen.