Checkers Use Case 3

Name	Moving crowned pieces
ID	UC03
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 crowned pieces left that can be moved
Primary Flow	1. Player selects a crowned piece 2. Player selects where to move the piece 3. Piece moves if move is valid
Alternate Flows	2a. If player selects an invalid position the game will not allow the input. 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.
Minimal Guarantees	Players turn is over.
Success Guarantees	Next players turn