**Project Title:** Deceiver's Dice

**Group Name:** The Bots

**Use Cases**

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**Title:** Starting a Game

**Basic Course**

From the welcome screen, a <u>user</u> clicks the "Create Game" button. The system creates a new <u>lobby</u> and designates the user as its host. The system directs the <u>user</u> to the Lobby Screen. The <u>host</u> may add <u>bots</u> to the game by clicking "Add Bot" and selecting its <u>difficulty</u>. Once all desired <u>users</u> have joined and all desired <u>bots</u> have been created, the <u>host</u> starts the <u>game</u> by clicking the "Start" button.

**Alternate Courses**

**The host leaves the lobby:** The system selects the <u>user</u> who joined immediately after the existing <u>host</u> to become the new <u>host</u>. If no <u>users</u> remain, the system destroys the <u>lobby</u> and redirects the <u>host</u> to the welcome screen.

**The host closes the lobby:** The system destroys the <u>lobby</u> and redirects all <u>users</u> to the welcome screen.

**Title:** Joining a Game

**Basic Course**

From the welcome screen, a user clicks the "Join Game" button. The system directs the <u>user</u> to the join game screen. The system prompts the <u>user</u> to enter a <u>lobby id</u>. Upon submitting a valid <u>lobby id</u>, the system adds the <u>user</u> to the associated <u>lobby</u> and redirects the user to the lobby screen.

**Alternate Courses**

**The user clicks cancel on the join game screen:** The system redirects the <u>user</u> to the welcome screen.

**The user enters an invalid lobby id:** The system displays an error message to the <u>user</u> stating that the <u>lobby id</u> is invalid.

**The user enters the lobby id of an active game:** The system displays an error message to the <u>user</u> stating that the <u>game</u> has already started.

**The user enters the lobby id of a lobby with 10 players:** The system displays an error message to the <u>user</u> stating that the room is full.

**Title:** User's Turn

**Basic Course**

A <u>user</u> is participating in a <u>game</u> on the game screen. Upon their turn, the <u>user</u> clicks the raise button. When prompted, the <u>user</u> enters a <u>quantity</u> and <u>face value</u> for their <u>bid,</u> then submits it. The system updates the <u>bid</u> to reflect the raise.

**Alternate courses**

**User selects doubt:** The system reveals the <u>face values</u> of all active <u>dice</u>. The system counts the quantity of each <u>face value</u> present in the <u>game</u>. If the doubt is correct, the system removes one <u>die</u> from the preceding <u>player's</u> <u>hand</u>. If the doubt is incorrect, the system removes one <u>die</u> from the current <u>player's</u> <u>hand</u>.

**The user leaves the game:** The system replaces the <u>user</u> with a <u>bot</u> of medium <u>difficulty</u>.