

Use Case Name	Play game
Version	1.3
Goal	Allow the player to play the game
Summary	Player clicks appropriate button which triggers relative methods.
Actors	Player.
Preconditions	Player must login and start the game
Triggers	Play Game
Basic Course of Events	<p>1)Player chooses one of the action</p> <p>2)System checks the move</p> <p>3) System updates position</p> <p>4) And either game quits if the game ends, or timer elapses, or the player can choose again.</p>
Alternative paths	Player can quit in the middle.

Post-conditions	Updates Gui and the player, board, and monster objects.
Business Rules	- - - - -
Notes	Player can do nothing and the game can end.
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