Use Case Name: “Take a turn”

Primary Actor: User(s)

Stakeholders and Interests:

?-The player should be presented with a clearly defined board and know what color robot piece belongs to them.

-The player should know when it’s their turn to play

-The player should be able to maneuver their game piece around the board

Preconditions:

-The board should be set up in a random configuration of 4 sections, 4 robot pieces and target squares all distributed randomly. Each of the robot pieces should be placed on the board such that they do not start on a target square.

Success Guarantee:

-At the start, each player (either user or computer) should be told which robot piece belongs to them.

Main Success Scenario:

1. The system indicates whose turn it is
2. The player whose turn it is selects a path
3. The system keeps track of how many steps are in the player’s path
4. The system gives the results (number of steps and/or time) of the player’s turn

Alternate Flows:

Alt 1:

-Save the game: the user selects to save the game’s progress and exit the use case

Alt 2:

-Reset the game: the user selects to reset the game. Use case ends

Alt 3:

-at any point in the game the user can select to exit the game, losing all progress

Exceptions:

If the user selects an invalid path, they will be prompted to choose again

Special Requirements:

-The game should give a hint of where to first move the robot piece. This can be enabled/disabled by the user.

-The user should be able to save a game and return to it later to complete it.

Open Issues:

-How will a token be rewarded if two or more players choose the same path?