

Place wall

Primary Actor: Player

Stakeholders and Interests:

- *Player:* Wants to place a wall as an action for their turn
- *Opponents:* Want to observe where the wall is placed

Preconditions:

- A player has started and is playing a game
- It is the player's turn

Success Guarantee:

- A wall is placed, and the game can progress

Main Success Scenario:

1. The Player's turn begins
2. They are prompted to perform an action [Alt 2.1: CPU turn]
3. Player selects the block icon on their side of the board
4. Block icon is highlighted
5. The player selects where they want the wall to be placed [Alt 5.1: Illegal move]
6. Check player's selection so that no walls are intersecting and shift wall accordingly [Alt 6.1: Not enough room]
7. Where the wall will be placed is highlighted for the player
8. Submit button appears on the right bottom of the screen
9. Player hits submit [Alt 9.1: Select another wall]
10. Wall changes to normal colour and is not longer able to be selected
11. Player's turn ends

Alternate Scenarios:

Alt 2.1: CPU turn

1. Where CPU wants to place wall is calculated
2. Wall is placed
3. CPU turn ends

Alt 5.1: Illegal Move

1. Highlighted wall disappears and block icon is deselected
2. Use Case starts over at Main Success Scenario step 2

Alt 6.1: Not enough space

1. If there is not enough space for the block to be placed, nothing is highlighted

Alt 9.1: Select another wall

1. Previous highlight disappears
2. New selected position is highlighted
3. Continue at step 9 of Main success scenario

Exceptions:

1. Illegal move scenario (Alt 5.1) can happen any time between step 5 and step 10