Take a Turn

Primary Actor: Player

Stakeholders and Interests:

- *Player*: Wants to complete an action to progress the game
- *Opponents*: Want the Player to complete their turn so whoever is next can play

Preconditions:

- A player has started and is playing a game

Success Guarantee:

- The board is altered, and the game can progress

Main Success Scenario:

1. The Player's turn begins, and they are prompted to perform an action [Alt 1: CPU turn]
2. The Player selects an active piece (Player' pawn or an unused wall) [Alt 2: save and quit]
3. The Player selects where they want the selected piece to go [Alt 3: illegal move] [Alt 4: Adjacent pawns]
4. Player confirms selection
5. Game state is updated, and all pieces are no longer selected
6. The Player's turn ends [Alt 5: Game End]

Alternate Scenarios:

Alt 1: CPU turn

1. CPU actions are calculated
2. The moves are displayed, and their turn ends

Alt 2: Save and Quit

1. During a player's turn they can choose to save the current game and exit

Alt 3: Illegal Move

1. All pieces are deselected, and Use Case starts over at Main Success Scenario step 1

Alt 4: Adjacent Pawns

1. If two pawns are adjacent to each other the Player has the option to jump the other pawn
2. If there is a wall on the opposite side of the other pawn, the Player can move diagonally around the other pawn

Alt 5: Game End

1. If the Player ends their turn on the opposite side of the board they are the winner and the game ends

Exceptions:

If Player closes the window directly game data may not be saved