

Take a Turn

Primary Actor: Player

Stakeholders and Interests:

- *Player:* Wants to place a wall or move their pawn 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
2. They are prompted to perform an action [Alt 2.1: CPU turn]
3. Player has option to hit a hint button which highlights interactive items for a few seconds
4. The Player selects an active piece, Player' pawn (or an unused wall [Alt 4.1: placing wall]) [Alt 4.2: save and quit]
5. Markers appear showing possible locations the pawn can move to on adjacent squares, not blocked by walls [Alt 5.1: Adjacent pawns]
6. The Player selects where they want the selected piece to go [Alt 6.1: illegal move]
7. Both the previous spot the pawn was on and where it is moved to are highlighted
8. Player confirms selection
9. Game state is updated, and all pieces are no longer selected
10. The Player's turn ends [Alt 10.1: Game End]

Alternate Scenarios:

Alt 2.1: CPU turn

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

Alt 4.1: Placing Wall

1. Player selects the wall icon along their side of the board
2. Player selects where they want to place wall on the board
3. A highlighted wall appears where the Player selected
4. Player confirms move
 - a. Player can undo selection and return to main scenario step 2

Alt 4.2: Save and Quit

1. Player clicks the menu button
2. An option to save and quit the game appears
3. Player clicks button to save and quit
4. Player is returned to the main menu and the game is saved

Alt 5.2: 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 6.1: Illegal Move

1. All pieces are deselected
2. Use Case starts over at Main Success Scenario step 2

Alt 10.1: Game End

1. Player ends their turn with their pawn on the opposite side of the board
2. The game declares they are the winner
3. The game ends

Exceptions:

1. At any point if the Player closes the window (x in the top corner) or the program crashes, data from the current game will not be saved and lost forever.