

Exit Criteria: Current DecisionLineChoices must be provided to all Users

Note: Users should be notified when the number of remaining unfilled DecisionLineChoices reaches zero so that they can start to fill in their Edges.

Use Cases derived from Scenario 2.4.1.6 "Reaching a Decision"

Rationale:

After all choices are filled in, it is time for users to begin adding edges.

Use Case: **reachDecision**

Participating Actor: Moderator

Flow of Events:

- 1) Moderator sees he has 3 edges to add, Moderator (starts) adds his first edge
 - a) DLS updates the decision tree, displays decision tree to users, and updates user edge count
- 2) Moderator waits for turn as DLS updates tree and users take turns, round ends, Moderator's turn, Moderator adds an edge too close (vertically to another line)
 - a) DLS displays error and request Mod to choose another position
- 3) Moderator chooses another position
 - a) DLS updates tree and decrements user edge count
- 4) Moderator waits for round two to end
 - a) DLS continues process through users until 3 rounds have been completed
- 5) Last user enters choice and game ends
 - a) DLS updates last user edge count and displays the priority of choices
- 6) Moderator exits DLS application
 - a) DLS application suspends
- 7) Moderator re-opens DLS to confirm results
 - a) DLS displays priority list.

Entry Condition: DLS Launched & all choices are filled in

Exit Condition: DLS returns priority list to user

Use Case: **reachDecision**

Participating Actor: User

3. User sees he has 3 edges to place, but must wait for his/her turn
 - a. DLS updates tree and rotates through players, DLS notifies user it is their turn
4. User draws an edge
 - a. DLS updates tree, decrements user's edge count and rotates to next user
5. User observes and repeats until they are out of edges and game complete
 - a. DLS displays notification that the game has ended and displays the priority list

Entry Condition: DLS Launched & all choices are filled in

Exit Condition: DLS display priority list

Use Case: **InvalidLineChoice**

Participating Actor: Moderator & User

- 1) User selects line too close to another horizontal line