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Scenarios:

**Move Piece:**

Preconditions: All must be satisfied.

* A piece is active. Which piece is dictated by game rules.
* The active piece still has unused mobility points.

Postconditions: All must be satisfied.

* The piece has moved to a space within range of its remaining mobility points.

Errorconditions:

* The piece is moved outside the range of its remaining mobility points.

Flow of events:

* The piece is rotated if necessary.
* The piece is moved to the specified space.
* The mobility points expended are subtracted from the acitve piece’s remaining mobiliy points.
* Update the history.

**Shoot:**

Preconditions: All must be satisfied.

* A piece is active. Which piece is dictated by game rules.

Postconditions: All must be satisfied.

* The piece’s attack points are subtracted from each piece’s health in the space shot at.

Errorconditions:

* A piece not in the space shot at loses health points.
* A piece in the space shot at loses more health points than the piece’s attack points.

Flow of events:

* The piece is rotated if necessary.
* The piece shoots at the specified space.
* The piece’s attack points are subtracted from each piece in the specified space.
* Update the history.

**End Turn:**

Preconditions: One must be satisfied.

* A player is currently active and has ended their turn.
* The time limit to take a turn has expired.

Postconditions: All must be satisfied.

* The next player becomes active.

Errorconditions:

* An eliminated player just played.
* An eliminated player becomes active.

Flow of events:

* Currently active player becomes deactive.
* The next player to play becomes active.
* Update the history.

**Take Turn:**

Preconditions: All must be satisfied.

* A player is active.
* The player still has at least one piece still alive.

Postconditions: All must be satisfied.

* The player has taken their turn within the time limit.
* All rules were adhered to.

Errorconditions:

* A turn that does not adhere to game rules is played.
* The player’s turn exceeds the time limit.

Flow of events:

* Update the history.
* Path 1:
  + The player does a **Move Piece**.
  + The player does a **Shoot**.
  + The player does a **Move Piece**.
  + The player does an **End Turn**.
* Path 2:
  + The player does a **Shoot**.
  + The player does a **Move Piece.**
  + The player does an **End Turn**.
* Path 3:
  + The player does a **Move Piece**.
  + The player does a **Shoot**.
  + The player does an **End Turn**.
* Path 4:
  + The player does a **Move Piece**.
  + The player does an **End Turn**.
* Path 5:
  + The player does a **Shoot**.
  + The player does an **End Turn**.
* Path 6:
  + The player does an **End Turn**.
* Path 7:
  + The player’s turn exceeds the time limit.
  + **End Turn**.

**View History:**

Preconditions:

* None.

Postconditions:

* The current history is displayed.

Errorconditions:

* History is not disaplayed.

Flow of events:

* Display history.

**View Board:**

Preconditions:

* None.

Postconditions:

* The board is displayed correctly.

Errorconditions:

* The board is not displayed correctly.

Flow of events:

* Determine what can be seen by current piece.
* Display the board appropriately.

**View Stats:**

Preconditions:

* None.

Postconditions:

* Proper stats are displayed.

Errorconditions:

* Incorrect stats are displayed.
* Stats of other player’s pieces are displayed when not in range.

Flow of events:

* Stats are retrieved from pieces.
* Stats are displayed.
* Other pieces in range are determined.
* Stats of other pieces in range are displayed.