|  |  |  |  |
| --- | --- | --- | --- |
| Use case: | | **Play turn** | |
| Actors: | | Player | |
| Purpose: | | Let the player play on board | |
| Overview: | | A player put a game piece on the tic-tac-toe board | |
| Type: | | Essential | |
| Preconditions: | | Start Game complete. Prompt for first turn. | |
| Postconditions: | | Player put a game piece on the tic-tac-toe board | |
| Special Requirements: | | Player must get a system respond within 10 seconds. | |
|  |  | | |
| **Flow of Events** | | | |
| **ACTOR ACTION** | | | **SYSTEM RESPONSE** |
| 1. This use case begins when a player chooses a cell to put a game piece on the tic-tac-toe board. | | |  |
|  | | | 2. Display a game piece on the selected cell, check to see if game is complete. Change to next player. Prompt for next player input. |
| **Alternative Flow of Events** | | | |
| 1. | Step 2: Choose full cell. Indicate error. Return to step 1. | | |
| 2. | Repeat use case until game complete. | | |

Check if game is complete:

For each winning combo:

If all 3 symbols match. Winner! Game over.

Game is completed when there is no empty cell or when there is more than 2 same game pieces placed on the cell next to it.