

Brief Use Case Descriptions

Save Game:

A user can choose to save the game after their turn. The game will keep track of the location of the pieces and their announced number of moves if the bids have already been announced as well as the number of moves each player has remaining. It displays whose bid has been announced, whose hasn't been announced and the number of moves the announced bids have.

The game displays a message alerting the player(s) that the current state is saved so that the players may be free to close the game.

Verifying Route Solution:

The actor with the lowest bid can move their robot in their announced number of moves or less. The game displays whose turn it is to move their robot and alerts subsequent actors to take turns in ascending order of bids they announced. Identical bids are sorted based on who announced their bid first. If the actor reaches their destination in this manner, they obtain a chip which is essentially a score tracker. If the actor fails, their robot goes back to its positional marker.

Select a robot:

A player can select a colored robot and assign their name or title to it; a method of helping colorblind players differentiate their robots from others is desired. The unique identity of the robot can be a given title or a unique shape for the robot. The game displays this unique designation the player selected for their robot throughout the duration of the game.

On the other hand, if the player is a computer it is given a random designation i.e. Red Bot, Alpha Bot, Gamma Bot etc.

Win Condition/ End of Game:

When a player wins a predetermined number of chips given to the system, the game ends. This win condition is created during the starting phase of the game. A finite time may also

be an alternate method of ending the game. In such a scenario the player with the most chips/tokens win. The game displays the title/name of the winner along with their piece.

Should the game also have an option for human players to surrender? If they do surrender, should their piece is unable to move anymore or preventing the player from affecting the game, or should their piece be deleted; essentially taken off the board.