

## Use Case - Take a Turn

**Primary Actor** - the primary actor / user in this use case is the player who is taking their turn

### Stakeholders and Interests -

Current player - wants to move their pawns closer to the throne, wants to send other players' pawns back to the start of the board, want to move barricades out of their path, want to move barricades into the paths of their opponents

Other players - want to avoid having their pawns moved back to their house, want to avoid having their pawns blocked by barricades

**Preconditions** - the game has started, turn order has been determined, it is the user's turn, the game has not ended

**Postconditions** - the user has completed their turn for this round of the game, the next player's turn begins

### Main Success Scenario:

1. System informs user that it is their turn
2. User rolls the die
3. System determines if any valid moves exist for the user given the value of the die [Alt 1: No Valid Moves]
4. User selects a pawn to move and selects a board space to move the pawn to
5. System checks if the user's move is valid [Alt 2: Invalid Move Made]
6. System moves the selected pawn to the selected spot, and asks the user to confirm the move
7. User confirms the move [Alt 3: User Declines Move]
8. System finalizes the move, checks if the user has won the game [Alt 4: Winner Detected]
9. System checks if the user's pawn has landed on another pawn [Alt 5: Pawn Lands on Another Pawn]
10. System checks if the user's pawn has landed on a tower [Alt 6: Pawn Lands on Tower]
11. System ends User's turn [Use Case Ends]

### Alternative Flows

Alt 1: No Valid Moves

1. System informs user that no valid moves exist for the user's roll, use case ends

Alt 2: Invalid Move Made

1. System informs user that the user's move is not valid, prompts user to select another pawn
2. Flow resumes at Main Success Scenario Step 4

Alt 3: User Declines Move

1. System returns selected pawn to its location at the beginning of the turn

2. Flow resumes at Main Success Scenario Step 4

Alt 4: Winner Detected

1. Flow moves to use case [Game Won]

Alt 5: Pawn Lands on Another Pawn

1. System returns the pawn that occupied the space to its base, places the user's pawn on the space
2. Flow resumes at Main Success Scenario Step 10

Alt 6: Pawn Lands on Tower

1. System removes the tower from the space, and places the user's pawn on the space
2. System prompts the user to select a valid space to place the tower
3. User selects a space to place the tower
4. System confirms that the space selected is valid, and places the tower on that space
5. Flow resumes at Main Success Scenario Step 11

## **Exceptions**

## **Special Requirements**

At any step of the above use case, the user can elect to save and exit the game, or exit without saving.

Ending this Use Case initiates the next player's turn

## **Open Issues**