REVISED FULLY DRESSED USE CASE DESCRIPTIONS (GROUP 8)

Description: TAKE A TURN

Primary Actors: User, AI

Stakeholders and Interests:

- Users- The objective is to be able to move the pawn, add a fence, to see it's their turn and to view hints of all the available legal moves.
- Group 8 Members: Designing and executing a top-notch version of the Quoridor game within given time constraints.

Pre-conditions:

The game settings have been predefined by the user.

Post-conditions:

All players are aware of the move that is made legally on the game board; next player's turn is updated.

Main Success Scenario:

1. The system reveals the main board with four pawns placed in the center of each side.
2. The system prompts all the players that the game has begun.
3. The system decides the turn game displays whose turn it is.
4. The pawns move on to any adjacent horizontal or vertical space including backwards or forward, except for the case in face to face collision [Alt 1, Alt 2].
5. The user selects which direction it would like its pawn to move or would like to select where to place a wall.
6. The system checks to ensure that move made was legal [Alt 3]
7. The system takes the input updates the gameboard.
8. The system would then retrieve all the turns taken by human and computer players and thus declare the winner.

Alternate Flow:

Alt 1- In case of a face to face collision between the two pawns, which are not separated by a fence, the player whose turn it is can jump over the opponent's pawn, thus advancing an extra square.

Alt 2- The user is collided with two other opponents; it is not allowed to jump over two pawns.

Alt 3- An illegal move was made; system tells the user to move again.

Special Requirements:

- Colours of game display and size of text fonts used must cater the need of users with colour vision deficiency.
- The system lets the user move the pawn only horizontally and vertically; the system lets the user move diagonally only if two pawns are facing each other and there is a wall behind the opponent.
- If the player is an AI, it does it's placing of walls and moving automatically according to the rules of the game.

Exceptions:

- Unless a game can be loaded, saved, or resumed by the machine, the system will inform the user of the error and leave the game.

Open Issues:

- The user is given the option to add or remove players later in the game.
- If a player leaves a game, then the player is able to select the type of player preferred (human or AI).