

Use case description:

Make A Move

Primary Actors:

- The player that is currently taking the turn, It can be any of the four players playing a game.

Stakeholders and Interests:

- Anyone playing the game, making guesses on how many moves a turn is completed in.

Preconditions:

- The game board is loaded.
- The number of players are chosen
- The color of the pawns are selected
- The game difficulty is chosen.

Postconditions:

1. The player who's taking their turn reaches the goal and wins the game.
2. The player(pawn) is in an ongoing progression of the game.

Main Success Scenario:

- The player selects his/her pawn.
- The system checks and shows the player where he/she can make a legal a move by following the game rules (ex- north, south, east ,west, left diagonal, right diagonal)
- The user selects a direction.
- The system moves the piece in the selected position.
- The system records the new position of the piece and displays it to the user.
- The user approves the move by hitting enter key(Alt 1- user presses the backspace button)
- The system confirms the movement of the pawn to the new location and records it.
- The system also checks whether the player reached its goal or not.(Alt 2- the player reaches its goal.)
- If the goal is not met the system gives the opportunity to next player to make their turn.

Alternative Flows:

Alternative Scenario 1: (presses backspace button)

- The system undo the recent move.
- The flow restarts from step 2 of the Main success scenario.

Alternative Scenario 2: (player reached the other end)

- The system stops the making any further moves.
- The system checks which player (pawn) has reached the winning position .
- The system stops the game and opens a new window showing congratulation message to the player who won the game.

Exceptions:

- If the player runs out of time without making a legal move then there will be no new movement recorded for that pawn.

Special Requirements:

- There are no special requirements to note about Make A Move.