

Use case description:**Build a wall****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 walls are left in hand to use.

Preconditions:

- The game board is loaded.
- The number of players are chosen
- The color of the pawns are selected
- The game difficulty is chosen.
- Ten walls are given to each player

Postconditions:

- The player who's taking their turn placed the wall and achieved his/her interest to oppose the opponent.

Main Success Scenario:

- The player selects the wall option.
- The system checks if the player has any wall left to place on the game board.(Alt 1- no walls left)
- If the player got any wall to use then the system will allow the player to surf the wall all over the game board showing the positions where he/she can place the wall by following the game rules (not completely blocking the opponent's way).
- The user will select a position to place the wall.
- The system records the position of the wall and displays it to the user.
- The user approves the position of the wall by hitting enter key (Alt 2- user presses the backspace button)
- The system confirms the placement of the wall to that location and records it.

- The system also checks whether the wall is completely blocking the opponent's way (Alt 3- wall completely blocks the way for opponent)
- If the wall is placed legally the system gives the opportunity to next player to make their turn.

Alternative Flows:

Alternative Scenario 1: (no walls left)

- The system shows the player a message of "no walls left"
- The system then directs the player to Make a Move instead of placing the wall.

Alternative Scenario 2: (user presses the backspace button)

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

Alternative Scenario 3: (wall completely blocks the way for opponent)

- The systems undo the most recent wall movement.
- The system shows a message " wall completely blocks the way for the opponent"
- The flow restarts from step 2 of the Main success scenario.

The Exceptions:

- If the player runs out of time without placing the wall then there will be no new movement recorded for that turn.

Special Requirements:

- There are no special requirements to note about build a wall.