

UC02: PLAY USE CASE

DESCRIPTION AND GOAL

Play a new game between Human Player and the system, log it in both a log file and an HTML file

ACTORS (ESP. PRIMARY ACTOR)

Human Player

PRECONDITIONS

The Domino Bones have been loaded at the Engine's placeholder for Bones

BASIC FLOW

1. The use case begins when the user select 'Play' from the central menu
2. The system randomly assigns bones to Player 1 (Human Player) and Player 2 (system) -- and updates the Players' placeholders for their assigned Bones
3. While the end-of-game has not been reached yet
 - 3.1. Player 1 picks a valid move and the system updates the Engine's placeholder for Moves
 - 3.2. The system determines the status of the game and updates the Engine's status
 - 3.3. The system visualizes the move on screen
 - 3.4. Player 2 is assigned a move by the system and the system updates the Engine's placeholder for Moves
 - 3.5. The system determines the status of the game and updates the Engine's status
 - 3.6. The system visualizes the move on screen
4. Once the game is over, the system visualizes the final result on screen
5. The system logs in a log file the bone assignment, the list of moves played and the final result
6. The system logs in a HTML file the bone assignment, the list of moves played and the final result

ALTERNATIVE FLOWS

None

POST CONDITIONS

None

COMMENTS

Be careful with the validity of chosen Bones at each pick.

End-of-game: all players have exhausted their Bones (draw), or, a player has no move to play (defeat)