UC01: Replay Use Case

Description and Goal

Replay a previously played game that has been logged in a log 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 'Replay' from the central menu

2. The system loads from the log file the bones of Player 1 and Player 2 and updates the Players' placeholders for their assigned Bones

3. The system loads from the log file the set of moves into the Engine's placeholder

4. For each Move in the Engine's placeholder

    4.1. The system determines the status of the game and updates the Engine's status

    4.2. The system visualizes the move on screen

5. Once the game is over, the system visualizes the final result on screen

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

No moves are left unexplored

The status of the game as determined by the Engine is the same as the one logged in the log

Comments

None.