

Yahtzee Use case: BAD examples: (assumes you understand the basics of the game)

try to figure out what's wrong??

Example 1 Yahtzee Card Game Use Cases

- 1 Player Login
- 2 Player is waiting for other players
- 3 Players are all ready, game starts
- 4 Roll dice
- 5 Player selects 0 or more dices to hold
- 6 Player selects one category to score
- 7 One game ends
- 8 Six games are over

Example 2 Use Case

Use Case Identifier

Use Case Identifier	Use Case Name	Use Case Description
UC-01	Player enter the game	Players all ready and start the game.
UC-02	Player's turn to roll	Players process the game.
UC-03	Player roll the dice	Player rolls the dice in one round.
UC-04	System give the suggest result	System gives a suggest bonus rank of the dice result.
UC-05	Player record the result	Player records the result in the result sheet.
UC-06	Players finish the game	Players finished the game.
UC-07	System calculate the winner	System promotes the winner with the highest score.

Example 3 Use cases for the game of Yahtzee (1 to 5 players) *Alternating turns*

Use Case	Actor	Flow of events
Score points	Player	<ol style="list-style-type: none">1. Player rolls dice that are not held 3 times or less2. Points will be scored in the correct column and category3. Check if the total score before bonus points allotted is over 63 points; if total score is ≥ 63 add an additional 35 points to the total score Extra Yahtzee does not allot more points

Turn is over

Player

1. Player has rolled their dice and scored their points
2. The turn is over for the current player, proceed with the next player unless whole scoreboard is filled then compare total scores to decide winner

Example 4: What about this one?

The game of Yahtzee has only a few use cases.

- Full Game
- One Game
- One Round
- Rolling
- Scoring

The full game is played with between 1 to 5 players and revolves around playing between 1 to 6 single games. Each single game consists of exactly 13 rounds. During each round, each player is given the opportunity to roll and score according to the rules of Yahtzee. No Yahtzee bonuses are permitted.

Use Case Details: Full Game

- B1. For 6 games, execute use case: One Game
- B2. After 6 games, Game over

Alternative 1: Users do not play a full 6 games

- A1. Execute use case: One Game
- A2. Assume Current Game < 6
- A3. Prompt to exit
- A4. User opts to exit early
- A5. Game over

Use Case Details: One Game

- B1. For 13 rounds, execute use case: One Round
- B2. After 13 rounds, game ends

Use Case Details: One Round

- B1. The first player executes use case: One Roll
- B2. The second player, if present, executes use case: One Roll
- B3. The third player, if present, executes use case: One Roll
- B4. The fourth player, if present, executes use case: One Roll
- B5. The fifth player, if present, executes use case: One Roll
- B6. Round ended

Use Case Details: One Roll

- B1. Player takes roll 1, rolling all 5 dice
- B2. Player holds 0 to 4 dice of his/her choosing
- B3. Player takes roll 2, rolling all non-held dice
- B4. Player holds 0 to 4 dice of his/her choosing
- B5. Player takes roll 3, rolling all non-held dice
- B6. Rolling complete, Player must now execute use case: Scoring

Alternative 1: Player is satisfied after first roll, and goes immediately to scoring

Alternative 2: Player is satisfied after second roll, and goes immediately to scoring

Use Case Details: Scoring

- B1. Player selects an empty space on the score card
- B2. The score is calculated and entered
- B3. All subtotal scores and the grand total score are updated
- B4. The next player begins their turn, or the round ends if this was the last player

Alternative 1: The dice do not support the scoring position played

A1.1 A scratch score of 0 is entered

Alternative 2: The scoring position has already been played

A2.1 Nothing happens, the player may select a different scoring