

4 Brief Use Case Descriptions

- Save the Game:

The user selects to save the game, the system then records all the game details including the current board design, scores, other game conditions and then informs the user that the game was saved successfully.

- Load the Game:

The user selects to load the game, the system then checks if any previous save game is available and sets up the game environment by setting up the board design, robots position, scores and other game conditions as the user saved it last time. The system then loads the game and informs the user that the game was loaded successfully.

Alternate flow: The save game doesn't exist and the system would let the user know there is save game to load.

- Setting up players:

The user first selects how many computer players are playing, sets their difficulty and starts the game. The system will then create all player and set their game logic based on their difficulty level.

- User asks for help:

The user would first select the help button, the system would then note the user request and provide the user with all the game instructions and details needed to set up the game. The system would then wait for user to end the case till then the help interface would be open for user to read and learn from.