

Set Up a Game

Primary Actor: User

Stakeholder and Interest:

User: should be able to enter the number of human players, choose the difficulty of each player, choose a simple or complex board, opt whether to use the colour deficiency settings

Preconditions:

The program loads successfully

Success Guarantee:

The system loads the board with all conditions met

The user is able to start the game

Main success scenario:

1. The user requests to start a new game
2. The system requests the user enters their name and difficulty settings
3. The user enters their name and difficulty settings
4. The system offers the user the option to add more human players
5. The system requests the user chooses a simple or complex
6. The user selects a board
7. The system gives the user the option to switch to colour deficiency settings
8. The user confirms this information
9. The system sets up the board

Alternative path:

Alt 1:

The user opts to load a saved game. The system loads the saved game

Alt 2:

The user opts to exit the game, use case ends

Alt 3:

The user chooses to load a saved game. The system loads the saved board

Exceptions:

If at any time the system is unable to retrieve the saved game, the system would then inform the user of the problem and the nature of failure

Special Requirements:

Confirmation of the game has loaded within 15 seconds

Open

Issues:

How will we provide features for users with colour vision deficiency?

Do we have a saved game before we load anything?