

Change Player Settings

Primary Actor: Player

Stakeholders and Interests:

Player: wants to choose the number of players in game. Wants to choose the number of human players. Wants to choose the difficulty of computer players.

Pre-condition:

The player must have setup the game by choosing new game.

Success Guarantee (Postconditions):

The game successfully moves on to the “Choose Display Settings” use case.

Main Success Scenario:

- 1.) The system provides the user with the opportunity to select either a 2 or 4 player game.
- 2.) The user selects the number of players.
- 3.) The system records the number of players for the game.
- 4.) The system provides the user with the opportunity to select the number of human players.
- 5.) The user selects the number of human players. [Alternative 1]
- 6.) The system provides the user with the opportunity to enter the name of the human players.
- 7.) The user enters the name of human players [Alternative 2]
- 8.) The system records the selections.
- 9.) The system provides the user with the opportunity to select the difficulty level of the computer players. [Alternative 3, Alternative 4]
- 10.) The user selects the difficulty of the computer players. [Alternative 5]
- 11.) The system records the difficulty selections for the game.
- 12.) The use case ends, and the display settings module is opened.

Alternative Flows:

Alternative 1: User want to go back and change the number of players in game

➔ Flow continues at step 1

Alternative 2: User without entering the name of players

➔ The system informs the user to enter the name of players

➔ Flow continues at step 6

Alternative 3: For a two-player game, two human players were selected

➔ The steps 7 to 9 in the Main Success Scenario are skipped.

Alternative 4: For a four-player game, four human players were selected

➔ The steps 7 to 9 in the Main Success Scenario are skipped.

Alternative 5: User want to go back and change the number of human players.

➔ Flow continues at step 4

Exception:

If at any point the system is unable to record the user selection or unable to prompt the selections to be made by the user, an error message will be raised outlining the issue.

Open Issues:

- The actual nature of the difficulty levels has not been decided yet.
- How to effectively model computer players?