Use Case: Set up Players.

Primary Actor:

- Player(s)

Stakeholders and Interests:

- Players: The player wants all their necessary details to be entered into the system before starting the game, wants the process to be clear, simple, and intuitive

Preconditions:

- Player has successfully launched the game.

Success Guarantee (Postconditions):

- All the player details have been recorded in the system and the game is ready to start.

Main Success Scenario:

1. The user requests to start a new game. [Extension: Load the saved game]
2. The system asks the user to enter the number of players
3. The user indicates the number of players.
4. The system asks for the color, icon, type (AI/Human), and a name for each of the players.
5. The user enters the color, icon, type (AI/Human), and a name for each of the players. [Alt 1: The user declines to enter the details for 1 or more players.]
6. The system records the details of each player.
7. All the players have been set up. Use case ends.

Alternative Flows:

Alt 1: The user declines to enter details for a player.

1. The system lets the user know that the details for each player must be entered.
2. Flow resumes at Main Success Scenario Step 4

Exceptions:

Special Requirements:

- Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g. colour blindness).

Open Issues:

- Should the player be allowed to change the number of players at any time of the use case?