Use Case: Setup a Game.

Primary Actor:

- Player(s)

Stakeholders and Interests:

- Players: The player wants the game board to be set up exactly as they want so that they may continue to play the game.

Preconditions:

Success Guarantee (Postconditions):

-The game board is set up according to the number of players who will be playing the game.

Main Success Scenario (or Basic Flow):

1)   The System offers the player different modes and variations to select so the board could be setup accordingly.

2) The player selects the number of players playing the game. [*Alt 1: User selects 1 player game and Alt 2: User selects 2 players' game.]*

3)   The players enter their names. [*Alt 3: User does not enter name*]

4)   Each player selects a color of their choice.

5)   Each player is assigned a castle, a square starting tile and a king meeple   according to their choice of color. [*Alt 4: Number of players are less than 3*]

6)   The System arranges all 48 dominos randomly. [*Alt 5: Number of players are less than 3*]

7)   The player may select the other players as a computer they then choose the mode (easy/difficult).

8)   The player may choose to play Dynasty

9)   The board is set up. The use case ends.

Alternative Flows:

Alt 1: User selects 1 player game.

      - The player will be playing against the system (computer).

      - The player selects game mode easy/difficult

      - Flow resumes at Main Success Scenario at 3.

Alt 2: User selects 2 players' game.

      - The players can choose to play the default version or The Mighty Duel.

      - Flow resumes at Main Success Scenario at 3.

Alt 3: User does not enter name.
      - The players who do not enter their names are assigned default names
e.g.   Player1, Players2…

      -Flow resumes at Main Success Scenario at 4.

Alt 4: Number of players are less than 3.
      - When the number of players is less than 3 each player is assigned 2 king
       Meeples.

      -Flow resumes at Main Success Scenario at 6.

Alt5: Number of players are less than 3.

      - Randomly arrange only 24 dominos.

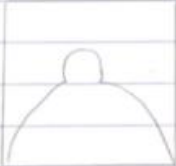   - Flow resumes at Main Success Scenario at 7.

Special Requirements:

-Colours 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, player name, choice of color and the mode of the game they will be playing or the choice they have made is final?

UI Prototype: Set up a Game

START A GAME

HELP

No Of Players v

1

2

3

4

GAME
LOGO

Game Type v

Default

Dynasty

DOMINOES 48

Player 1: Ayon — Color v

Player 2: Ben — Color v

Player 3: Andrew — Color v

Player 4: Sahil — Color v

PINK
YELLOW
GREEN
BLUE

Ayon	Ben	Andrew	Sahil
Yellow	Blue	Pink	Green
☑ COMPUTER	☐ COMPUTER	☐ COMPUTER	☐ COMPUTER

Easy v
Difficult

START GAME