

Brief Use Case Descriptions

1. Get Move Suggestion (Hint)

During the player's turn, if the player is idle for a certain period of time, the system offers a suggested next move option to the player. If the player chooses to use the suggestion, the system analyzes the current game board and the player's remaining game pieces. The system then provides information to the player of where on the board a piece could be legally placed. The player can then choose to use that square or ignore the suggestion.

2. Select Computer Player Difficulty

When a player initiates a new game that includes at least one computer player, the system prompts the player to assign a skill level. The player chooses between "Easy" or "Hard" for each computer player. The system records these difficulty settings and applies them to the computer players' decision making for the duration of the game.

3. Select Color Mode

The player selects the Color Mode button provided by the system on the title screen. The system updates the game to block colors and changes the display to the selected color mode. When the game starts, the system applies the selected colors to the game board and continues the game using the new color settings.

4. View Game Rules

When a player selects the "Rules" option from the game menu, the system displays the official game rules in a readable, scrollable window. If the rules are accessed during an active game, the system automatically pauses gameplay to prevent any loss of progress. The player can read the rules, which include clear text and simple diagrams, and then close the rules window. Once closed, the system returns the player to the previous screen and resumes the game exactly as it was before the rules were opened.