Primary actor:

The player/user

Stakeholders:

Player/User: wants to be able to set up a game with other human players, computer players or both. The player wants to be able to navigate back to the main menu or to other important menu's. The user wants to be able to start a game from the start game menu.

Preconditions:

- User has Java installed on their computer
- The user has selected the start game button from the title screen

Postconditions:

The system starts a game with options selected by the user.

Main Success Scenario:

1.) The system provides the user with a menu to adjust game settings for a new game
2.) The system automatically adds one player set as a human player and with a default colour
3.) The user selects add player from the menu
4.) The system displays a pop up menu with the choice between human player or computer player
5.) The user selects which type of player they want to add
6.) The system displays one of two new menus depending on the user's selection
    a.) If the user selected a human player the menu has a colour option and a way to confirm
    b.) If the user selected a computer player the menu has both colour option and a difficulty level
7.) The system records the user's selection
8.) The system adds the player to the start game menu
9.) The user can start the game by hitting a button
10.) The system will create a new game board
11.) The system retrieves the stored player settings
12.) The system adds the stored players to the board

Alternative Flows:

Alt Flow 1: User selects the options button
1.) The user selects an options button, which then brings them to the options screen.
2.) The system can return the user to the start game lobby

Alt Flow 2: user quits the game
1.) The user decides to leave the start game menu
2.) The system returns the user to the title menu

Alt Flow 3: user adds a 3rd player

1.) The user selects to add a 3rd player
2.) The system will pop up the add player menu
3.) The user will select the player type
4.) The system will record the player type
5.) The system will provide a menu for that player type
6.) The user will select colour and or difficulty (if the chosen player type is computer)
7.) The system will record the user's choices
8.) The system will add the new player to the lobby
9.) The user can start the game by hitting the start button

Alt Flow 4: user adds a 4th player

1.) The user selects to add a 3rd player
2.) The system will pop up the add player menu
3.) The user will select the player type
4.) The system will record the player type
5.) The system will provide a menu for that player type
6.) The user will select colour and or difficulty (if the chosen player type is computer)
7.) The system will record the user's choices
8.) The system will add the new player to the lobby
9.) The system prevents the user from adding any more players
10.)   The user is given the option to start a game with the current settings

Alt Flow 5: user wishes to change either colour of a current player

1.) The user clicks on the listed colour of a player
2.) The system provides the user a way to change the selected colour
3.) The user selects a colour
4.) The system records the colour selected
5.) The system changes the players colour to the new one
6.) The system updates any conflicting colours in the lobby

Alt Flow 6: user wishes to change difficulty of a player

1.) The user clicks on the difficulty of a player
2.) The system updates the difficulty to the next highest or loops to the lowest difficulty

Alt Flow 7: user wants to remove a player

1.) The user selects remove a player button
2.) The system allows the user to select a player
3.) The user selects a player from the menu
4.) The system checks that there would still be at least 1 player after removal
5.) The system removes the player if it would still leave at least 1

Exceptions:

If the system fails to record or retrieve inputs from the user, the user is informed of this error and asked to try again.
The system will not allow the user to start a game with less than 2 players
The system will not allow the user to add more than 4 players

Special Requirements:

Menu's are easy to navigate for children with clear buttons that are big and clearly state their purpose.
The user is able to add both computer and human players to the same game
The user can preview their colours/blocks in the lobby

Open Issues:
● How to deal with the user wanting to enter more than 4 players or less than 2
● What should be in the options button (link to another menu?)
● How to resolve colour selecting and menu conflicts
● How to display the colour blind blocks on the player in lobby