

Configure Player Settings

Primary Actor: Player

Stakeholders and Interests:

- Player: Human player who wants to play a game of Ricochet Robots. Player wants to be able to add other players and configure player settings.
- IT staff: Ensure the player can add and set up players.

Preconditions:

- The user is setting up a game.

Success Guarantee (Postconditions):

- Player is aware of all choices made. List of players and their configurations is updated.

Main Success Scenario:

- 1) The user requests to configure player settings.
- 2) The system retrieves and displays the configure players menu.
- 3) The system provides the user the opportunity to select the number of players or exit the use case. [Use case ends]
- 4) The user selects the number of players. [Alt 1: The user Declines to select number of players]
- 5) The system creates players equal to the number selected..
- 6) The system provides the user with the list of players to set up.
- 7) The user selects a player to set up.[Alt 2: The user declines to select a player to set up]

- 8) The system provides the user with the opportunity to set if the player is human or computer and provide a player name.
- 9) The user configures the player as desired.[Alt 3: User Configures a Computer player]
- 10) The system records the configuration and provides the user with an opportunity to set up further players or exit the use case.

Alternative Flows:

Alt 1: The user Declines to select number of players

1. The system defaults the number of players to four.
2. Flow resumes at Main Success Scenario Step 5.

Alt 2: The user declines to select a player to set up

1. Flow resumes at Main Success Scenario Step 2.

Alt 3: User Configures a Computer player

- 1.The system checks if the configured player is a computer and prompts the user to select a difficulty setting if so.
- 2.The user selects the difficulty.
- 3.The system records the difficulty.
- 4.Flow resumes at Main Success Scenario Step 10.

Exceptions:

- If the system is unable to create, or record player details then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Special Requirements:

- The font and design must be accessible for the visually impaired
- At least one player must be a human