

Set up a game

Primary Actor: Player

Stakeholders and Interests:

- *Player:* wants to start a game of Ricochet Robots, wants the options and accessibility settings to be easily selectable, wants a clear and simple setup process
- *IT staff:* Wants a player to have a satisfactory experience setting up their game.

Preconditions:

- The Player's computer is capable of running the game.

Success Guarantee (Postconditions):

- Player is aware of the difficulty and accessibility settings chosen. The system sets up the game according to the players selection.

Main Success Scenario:

1. The user opens the game
2. The system displays accessibility options to the user
3. The user selects to use or decline the accessibility features
4. The system displays complexity options and options to add up to 4 total players.
5. The user selects a complexity option and adds players. [Alt 1: The user adds more than 4 players]
6. The user selects to start the game.
7. The system checks if a complexity is selected [Alt 2: The user fails to select a complexity]
8. The system checks the players added. [Alt 3: The user fails to add at least 1 human player]

Alternative Flows:

1. Alt 1: The user adds more than 4 players
 1. The system informs the user that 4 is the maximum number of players.
 2. Continue use case.
2. Alt 2: No complexity selected
 1. The system informs the user that they must select a difficulty
 2. Return to step 3
3. Alt 3: Not at least 1 human player added
 1. The system informs the user they must add at least 1 human player to start the game
 2. Return to step 3

Exceptions:

- If at any time the system is unable to process a selection by the user or fails to configure correctly, attempt to log this error and end the use case

Special Requirements:

- Need to keep in mind the eventual option of adding networking to the game since it will be relevant in step 3 of the main success scenario
- Options or features must be provided for the visually impaired while setting up the game to ensure all information is interpreted accurately

Open Issues:

- How will we implement the special accessibility features and what are the common types?