

Brief Use Case Descriptions

Use case 1: Choose display options

The player requests to see the display options in the main menu. The system displays the options. The player selects a display option, that is, either the "classic" or the "grayscale" mode. The system verifies which mode has been chosen and sets the display of the game according to the choice of the player.

Use case 2: Get a hint

The player enables or disables the option to get a hint on the first move. The system verifies the selection and records the player's choice. If the player chooses to enable the hint option, the system calculates the best possible direction for the robot for the player's first move. If the player chooses to disable the option, the system does not provide the hint.

Use case 3: Save a game

The player chooses to save the current game. The system makes a copy of all the turns of the current game and stores it in the system's memory.

Use case 4: Resume a game

The player chooses to resume a previously saved game. The system loads the previously saved game from the system's memory. The player can then resume the game from the point they had saved it.