

Set Up A Game

Primary Actor: Players

Stakeholders and Interests:

- Players: Wants the game to be set up and be given the appropriate items to play the game.

Preconditions:

- Player has successfully launched the game.

Postconditions:

- Game is Set Up, Players have the required items to play and the **Starting Round** begins.

Main Success Scenario:

1. System prompts Players to give the number of players for the game.
2. System Prompts Each Player to give their name. .[Alt1: Players have the same name]
3. System Prompts Each Player to choose a color from selection.
4. The System gives each Player the required starting tiles, castle, king/s and creates 10x10 grid.
5. The System places each Player's starting tile and castle on the center of their respectful grid.
6. The System shuffles the dominoes storing the shuffled dominoes in the Drawing Pile.

Alternative Flows:

- Alt1: If Players have the same name
 1. Prompt an Error and ask the Player to choose a different name
 2. Resume to Step 2.

Exceptions:

Special Requirements:

- Colors used must be provided for the visually impaired

Open Issues:

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