Choose Player Settings

Primary Actor – Player

Stake holder and Interest:

1) Players – wants to play game with friends, AI or both.

Precondition- The player request system for options of player setting. System provides the user the requested list.

Postcondition- The player got the requested player settings in play. The system confirms requested number of player and AI has been set.

Main Success Scenario:

1) The user request player setting options.
2) The system provides number of human players and AI players options.
3) The system provides user the opportunity to select number of human and AI Players.
4) The user selects the desired number of players he wants. [Alt1: total exceeds four]
5) The system asks the user confirmation and give user the opportunity to confirm.
6) The user confirms player settings. [Alt2: user declines]
7) The systems retrieve the game setup according to number of players.
8) The system informs the user that game is ready to play. Gives player opportunity to start.
9) The user selects to starts the game. (Use case ends) [Alt3: users exits]

Alternative Flow:

Alt1: Total exceeds four.

1) The system informs the user that total of four players can't be exceeded.

2) flow resumes from step 3 at main success scenario.

Alt2: User declines:

1) Flow resumes from step 3 at main success scenario.

Alt3: User exits:

1) Flow resumes from the step 1 at main success scenario.

Expectations: NIL

Special Requirements: NIL

Open Issues:

1) Can game have more than four players?
2) If there are more than one AI, than how AI players plays against each other?