Choose Player Settings

Primary Actor – Player

Stake holder and Interest:

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

Precondition- The player selected the desired the game mode.

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 system provides players setting options.
2) The system provides user the opportunity to select number Players.
3) The user selects the desired number of total players he wants.
4) The system records the number of total players.
5) The system provides an opportunity to select of number of human players.
6) The user selects the desired number of human players.
7) The system check if number of human players is more than number of players. [alt 2 human players exceed the total players]
8) The system records the number of human players.
9) The system calculated the number of AI player needed.
10) The system records the number of AI player.
11) The system informs the user about the number of AI player.
12) The system provide user the opportunity to add player name and its color.
13) The user adds the name and color of all the players.
14) The system records the name and color of each player.
15) The system ask user for confirmation of the names and colors of each player.
16) The system provides user the opportunity to confirm.
17) The user confirms.
18) The systems retrieve the game setup according to number of players.
19) The system informs the user that game is ready to play.
20) The user selects to starts the game. (Use case ends) [alt 2: user select back option]

Alternative Flow:

Alt1: human players exceed the total players

1) The system informs the user that human player cannot exceed total players.
2) the system gives users the opportunity to confirm
3) The user confirms.

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

Alt2: User selects back option:

1) The system gives user opportunity to select game mode.
2) The user selects the game mode.
3) The system records the selected game mode.
4) Flow resumes step 1.

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?