

Fully Dressed Use Case –Choose board options– Group 12.

Choose board options

Primary Actors: User/Player

Stakeholders and Interests:

User/Player: The User wants to choose the board options for the game before playing, this would include the board style and the colour palette.

Preconditions:

1. The game has been properly installed and started.
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Success Guarantee (Postconditions):

1. The selections are saved, and the user is brought to the main menu.
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Main Success Scenario:

1. Once the game is started the system displays the main menu screen with options to Start new game, Load game, Board display Settings, Player settings, and quit game. [Alt1: The user chooses to start a new game] [Alt2: The user loads a game] [Alt3: The user selects player settings] [Alt4: The user quits the game]
2. The user selects the board display settings.
3. The system brings the user to a menu which displays select colour palette , select Board type, and confirm settings. [Alt5: The user confirms settings]
4. The user selects the colour palette options. [Alt6: The user chooses select board type]
5. The system shows the user the available colour palettes for the game.
6. The user selects the desired colour palette.
7. The system shows the user the menu which displays select colour palette , select Board type, and confirm settings.
8. The user Chooses select board type. [Alt5: The user confirms the settings]
9. The system shows the user the available board styles for the game.
10. The user selects the desired board style.

11. The system shows the user the menu which displays select colour palette , select Board type, and confirm settings.

12. The user selects confirm settings.

13. The system saves the users selections and brings the user back to the main menu. [Use case ends]

Alternative flows:

Alt1: User selects start game

1. The game starts with default values for colour palette and board style.

2. End use case.

Alt2: User selects load game

1. The game loads with the previously selected values for colour palette and board style.

2. End use case.

Alt3: The user selects player settings

1. The system brings the user to a menu which displays options for Number of Human Players, Difficulty level, and confirm settings.

2. The user makes any desired changes to these settings.

3. The user selects confirm settings.

4. The system saves the selections and returns the user to the main menu.

5. Flow resumes at Main Success Scenario Step 1

Alt4: The user quits the game

1. Use Case ends.

Alt5: The user confirms settings

1. The System brings the user to the main menu. [Use case ends]

Alt6: The user chooses select board style

1. The system shows the user the available board styles for the game.
2. The user selects the desired board style.
3. Flow resumes at Main Success Scenario step 3

Exceptions:

1. If the system is unable to save any settings chosen by the user it will inform them of the issue. It will then try to record the nature of the failure and the use case ends.
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Special requirements:

1. The Colour palette options must cater to those with colour vision deficiency.
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Open Issues:

1. Will the user know to go change the settings before starting the game.
2. Will the colour palette options give a clear representation of how they will change the visual of the game.