Fully Dressed Use Case –Choose Player Settings– Group 12.

Choose Player Settings

Primary Actors: User/Player

Stakeholders and Interests:

User/Player: The User wants to choose the Player settings for the game before playing, this would include the number of human players and the difficulty level.

Preconditions:

1. The game has been properly installed and started.

Success Guarantee (Postconditions):

1. The selections are saved, and the user is brought to the main menu.

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 Board display settings] [Alt4: The user quits the game]

2. The user selects the Player Settings.

3. The system brings the user to a menu which displays select number of players, select difficulty level, and confirm settings. [Alt5: The user confirms settings]

4. The user chooses select number of players. [Alt6: The user chooses select difficulty level]

5. The system shows the user the options for number of human players in the game.

6. The user selects the desired number of human players.

7. The system brings the user to the menu which displays select number of players, select difficulty level, and confirm settings

8. The user Chooses select difficulty level. [Alt5: The user confirms the settings]

9. The system shows the user the available difficulty levels for the game.

10. The user selects the desired difficulty level.

11. The system brings the user to the menu which displays select number of players, select difficulty level, 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 number of human players and difficulty level.

2. End use case.

Alt2: User selects load game

1. The game loads with the previously selected values for number of human players and difficulty level.

2. End use case.

Alt3: The user selects Board display options

1. The system brings the user to a menu which displays options for Colour palette, Board style options, 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 difficulty level

1. The system shows the user the available difficulty levels for the game.

2. The user selects the desired difficulty levels.

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.

Special requirements:

1. Users with colour vision deficiency must be able to read font size and style.

Open Issues:

1. Will the user know to go change the settings before starting the game.

2. Will the difficulty levels clearly represent the level of difficulty in the game.