Fully Dressed Use Case – Set Up the Game – Group 12.

Set up a game

Primary Actor: User/Player

Stakeholders and Interests:

User/Player: The user wants to play the game without any problems/bugs, must be able to see all different Robots colors on the board, and wants to know the winner by the end of the game.

Preconditions:

1. The game 'Ricochet Robots' must be properly installed.

Success Guarantee (Postconditions):

1. The game starts and the user can see the game board with robots in the appropriate slots.

Main Success Scenario:

1. Once the game starts, the system displays the menu screen with options to Start new game, Load game, Settings, and quit game, and [Alt1: The user quits the game] [Alt2: The user loads the game] [Alt3: The user selects the settings option]
2. The user selects the option to start new game from the menu screen.
3. The system takes the user to another menu with options Start game, quit, Number of Human Players, Difficulty, Board Type and Color palette. [Alt4: The user clicks on Number of Human Players] [Alt5: The user clicks on difficulty] [Alt6: The user clicks on board type] [Alt7: The user clicks on Color Palette]
4. The user clicks on Start game.
5. The system retrieves all data and sets default values for those options which were not modified by the user, sets up the board and puts the robots in the appropriate slots. [Use case ends]

Alternative Flows:

Alt1: The user quits the game

1. End Use case

Alt2: The user loads the game

1. The system retrieves all the information about the last session of the game.
2. Flow resumes at Main Success Scenario Step 12.

Alt3: The user selects the settings option.

1. The System shows the option if the user would like to turn on/off hints.
2. The user selects one of the options.
3. The system records the selected option.
4. Flow resumes at Main Success Scenario Step 1.

Alt4: The user clicks on number of human players

1. The system requests the user to enter the number of human players.
2. The user enters the number of human players playing the game.
3. The system updates the default value to the user input information and saves it.
4. The system informs the user that the number of players have been updated.
5. Flow resumes at Main success Scenario Step 3.

Alt5: The user clicks on the difficulty option

1. The system requests the user to choose from (Easy/Hard) difficulty.
2. The user clicks on one of those options.
3. The system updates the default value to the user selected option.
4. The system informs the user that the difficulty option has been updated.
5. Flow resumes at Main Success Scenario Step 3.

Alt6: The user clicks on board type

1. The System requests the user to select from two available board designs (Simple/Complex)
2. The user clicks on the desired option.
3. The system saves the user input.
4. The system informs the user that the Board type has been updated.
5. Flow resumes at Main Success Scenario Step3.

Alt7: The user clicks on the color palette option

1. The system shows the user of the available color palette.
2. The user clicks on the desired option.
3. The system saves the user input.
4. The system informs the user that the color palette has been updated.
5. Flow resumes at main success scenario step 3.

Exceptions:

If at any time the system is unable to retrieve, record any information, then the system informs the user of the problem, attempts to record the nature of the failure and the use case ends.

Special Requirements:

Colors and sizes of the board and Robots used must provide - or be able to provide – for vision deficiency.

Open Issues:

1. Does the user have enough space in hard drive to install the game?