

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

Set up a game

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Primary Actor: User/Player

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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.

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Preconditions:

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

Success Guarantee (Postconditions):

1. The game begins and the user can see the game board with robots in the appropriate slots.
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Main Success Scenario:

1. Once the game starts, the system displays the menu screen with options to Start new game, Load game, Player Settings, Board display options, and quit game, [Alt1: The user quits the game] [Alt2: The user loads the game] [Alt3: The user starts a new game] [Alt4: The user selects Board display options]
2. The user selects player settings.
3. The system brings the user to a menu which displays select number of players, select difficulty level, toggle hint, and confirm settings. [Alt5: The user selects number of players option] [Alt6: The user chooses select difficulty level] [Alt7: The user selects toggle hint]
4. The user confirms settings.
5. The system saves the selected settings and displays the menu screen with options to Start new game, Load game, Player Settings, Board display options, and quit game , [Alt1: The user quits the game] [Alt2: The user loads the game] [Alt3: The user starts a new game]
- 6, The user selects board display settings.
7. The system brings the user to a menu which displays select colour palette , select Board type, and confirm settings. [Alt8: The user chooses the select colour palette option] [Alt9: The user chooses the board style]
8. The user confirms settings

9. The system saves the selected settings and displays the menu screen with options to Start new game, Load game, Player Settings, Board display options, and quit game , [Alt1: The user quits the game] [Alt2: The user loads the game]

10. The user selects the option to start new game from the menu screen.

11. 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]

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#### 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. [Use case ends]

Alt3: The user starts a new game.

1. The system sets up the board and robots using default selections for the settings.[Use case ends]

Alt4: The user selects Board display options.

1. The system brings the user to a menu which displays select colour palette , select Board type, and confirm settings. [Alt7: The user chooses the select colour palette option] [Alt8: The user chooses the board style option]

2. The user confirms settings

3. Flow resumes at main success scenario step 1

Alt5: 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.

Alt6: 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.

Alt7: The user chooses toggle hint.

1. The system shows the user whether the hint is toggled on or off.
2. The user sets the hint to whatever state they desire.
3. the system saves the user input.
4. Flow resumes at main success scenario 3.

Alt8: The user clicks on the color palette option

1. The system shows the user the available color palettes.
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 7.

Alt9: The user clicks on board style

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 Step 7.

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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?
2. Will the user bother with the settings before starting a game?