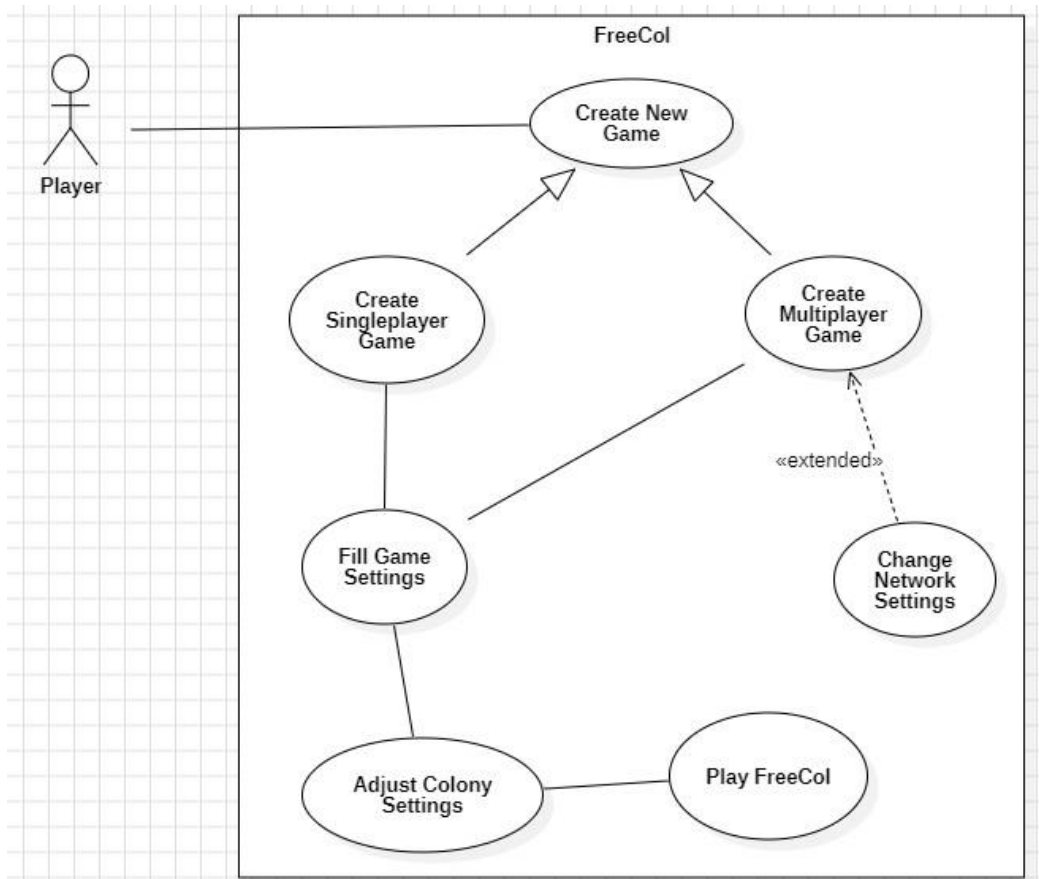


FreeCol Use Case – Create New Game

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Use Case Diagram



Brief Description

The use case diagram illustrates the steps a player takes to create a new “Game” (save/world) in FreeCol. Upon launching FreeCol and opting to “Create New Game”, the player can choose between a singleplayer or multiplayer game. If the multiplayer option is chosen, there is an additional functionality to change network settings, in order for other players to be able to join. After deciding on the game type, the player is then able to fill in the game settings, which is a necessary step for both singleplayer and multiplayer modes. Following this, they may adjust colony settings, which is a part of the game's customization options. Once all settings are configured, the player can begin playing FreeCol, either alone or with other players. The diagram is structured to show a progression of actions leading up to the actual gameplay, highlighting the initial game's setup process.