Start-up of Game of Strife

Name:	Adjusting the Game Settings
Short description:	Allows the player to modify core game parameters such as number of players, die faces, and win conditions before the game begins.
Precondition:	The game has not yet started.
Postcondition:	The game settings are saved and ready for use in gameplay.
Error Situations:	- N.A.
System state in the event of an error:	Not available as user gets a predefined number of choices, no other user input required.
Actors:	User
Triggers:	User starts the game
Standard Process:	User enters game setup User selects number of players User selects number of die faces User sets required number of win points System saves the configuration

Alternative Process:	User exits settings without saving Systems aborts the process.

Name:	Starting the Game
Short description:	Initiates the game session
Precondition:	User has started the game
Postcondition:	Settings menu is called
Error Situations:	- Invalid file configuration - missing files
System state in the event of an error:	Error message is displayed and game does not start
Actors:	User
Triggers:	User starts the game
Standard Process:	User starts game
Alternative Process:	Game cannot start, error raises.

Name:	Adjusting the Player Settings
Short description:	Allows the user to customize player-specific attributes like name and country.
Precondition:	Game is not yet started, and player slots are defined
Postcondition:	Player information is saved and reflected in the game
Error Situations:	- Country is selected double
System state in the event of an error:	Displays error message and does not apply changes
Actors:	User
Triggers:	User opts to edit player settings
Standard Process:	User selects a player slot User inputs name and country for each player System validates and saves info
Alternative Process:	User skips customization, defaults applied

Name:	Choose Number of Players
Short description:	Determines how many people will participate in the game.
Precondition:	Game settings adjustment initiated
Postcondition:	Game is configured with the chosen number of players
Error Situations:	- N.A.
System state in the event of an error:	User has no possibility to select something out of the valid range of 2 to 4 users.
Actors:	User

Triggers:	User adjusts the game settings
Standard Process:	User selects desired number System validates and saves selection
Alternative Process:	User leaves it at default value

Name:	Choose Number of Die Faces
Short description:	Defines how many faces the die used in the game will have.
Precondition:	Game settings adjustment initiated
Postcondition:	Die configuration is set for game logic
Error Situations:	- N.A.
System state in the event of an error:	Use has limited selection so no user induced error possible
Actors:	User
Triggers:	User adjusts game settings
Standard Process:	User selects die face count System confirms and stores value
Alternative Process:	System suggests standard value (e.g., 6 faces)

Name:	Choose Required Number of Win Points
Short description:	Defines how many win points a player needs to win the game.
Precondition:	Game settings adjustment initiated
Postcondition:	Victory condition is set
Error Situations:	- N.A.
System state in the event of an error:	Use has limited selection so no user induced error possible
Actors:	User
Triggers:	User adjusts game settings
Standard Process:	User selects win point value System confirms and stores value
Alternative Process:	Default value applied

Name:	Choose Player Name
Short description:	Lets the user assign a name to a player
Precondition:	Player name entry field is selected
Postcondition:	Player has a custom or default name
Error Situations:	User enters a character which is not supported by Java
System state in the event of an error:	Game crashes
Actors:	User
Triggers:	User is adjusting player settings
Standard Process:	User inputs name System validates and saves

Alternative Process:	Default name used (e.g., Player 1)

Name:	Choose Player Country
Short description:	Lets the user assign a country to a player
Precondition:	Player settings adjustment initiated
Postcondition:	Country is associated with the player
Error Situations:	- Country selected by two different players
System state in the event of an error:	Error message prompts selection
Actors:	User
Triggers:	User modifies player settings
Standard Process:	User selects country from dropdown list System stores selection
Alternative Process:	Default country applied