

2005 Fully Dressed Use Case Description

Use Case: Game Setup

Primary Actor: Player

Stakeholders and Interests:

- Player (likely child): wants to set up a game to play.
- Game makers: want to create a setup process that is clear and easy for a young audience.
- Parent(s) of player: want a game for children that is not too complicated and requires little supervision.

Preconditions:

- Player wants to play a game of Can't Stop.

Success Guarantee (Postconditions):

- Game is ready to play.
- All game components are ready to be used.
- The first turn is ready to begin.

Main Success Scenario:

1. The user chooses to begin the setup process.
2. The user is presented with several colour-blind filter options.
3. The user either selects a filter or chooses to skip this step *[Alt1: a filter is selected]*.
4. The user is prompted to choose the player count (2-4).
5. The user selects a player count.
6. The system designates a slot for each player.
7. The user is prompted to choose real or A.I. players for each player *[Alt2: a number of slots are designated A.I.]*.
8. The system assigns each player a colour (consistent with filter if one is in effect).
9. The system prepares the board.
10. The system prepares four dice (d6).
11. The system prepares coloured player pieces for each player.
12. The system prepares the runner pieces.
13. The user is prompted to select any game variants they wish to use *[Alt3: a variant(s) is chosen]*.
14. The user is prompted to choose the youngest player (who will go first).
15. The user selects the player who will go first.
16. The system readies the first turn for the player who will go first.

Alternative Flows:

Alt1: a filter is selected:

1. The selected colour-blind filter is enabled.

Alt2: a number of slots are designated A.I.:

1. A.I. bots are set up for each slot selected as such.

Alt3: a variant(s) is chosen:

1. The system implements the rules associated with each chosen variant.

Exceptions:

- If the system is unable to generate game components, provide the user with correct options, set up the A.I., or set up the player slots and colours correctly, the use case ends.

Special Requirements:

- Sizes of text fonts must be easily readable by very young players.
- Colours must correspond to chosen colour-blind filters and be easily distinguishable by players with the respective colour-blind impairments.

Open issues:

- Do we have filters for all common types of colour-blindness?