Use Case: Choose Player Settings

Description:

This use case describes the process of selecting player settings before the start of the game.

Primary Actor:

1. Player

Stakeholders and Interests:

1. Player: wants to select the game settings according to their preferences.
2. Game Makers: want to provide customizable game settings to enhance player experience.

Preconditions:

1. Player has launched the game.
2. Game provides the option to select player settings.

Success Guarantee (Postconditions):

1. Player has successfully selected player settings.
2. Game starts with the selected settings.

Main Success Scenario:

1. Player selects the "Player Settings" option from the game menu.
2. Game presents a list of customizable settings to the player, including:
   -Player name
   -Add AI
   -Add number of AIs
   -Difficulty level
   -Add number of players
3. Player selects and customizes the desired settings.

4. Player confirms the selected settings.
5. Game saves the selected settings.
6. Game starts with the selected settings.

Alternative Flows:

1. Quickstart:
    1. The player selects the "Quickstart" option from the main menu.
    2. The system displays a confirmation message asking if the player wants to skip the "Choose Player Settings" step.
    3. The player selects "Yes" to skip the "Choose Player Settings" step.
    4. The system loads default settings for the game.
    5. The system starts the game and presents the player with the game board.
    6. The player takes their turn according to the game rules.
    7. The game continues until there is a winner or the game ends.

Exceptions:

1. System fails to save the selected settings due to technical issues.
2. System informs the player and offers the option to try again or start the game with default settings.
3. Player selects invalid or unsupported settings.
4. System informs the player and offers the option to select valid settings.
5. Player cancels the selection of player settings.
6. Game returns to the main menu without saving any changes.

Special Requirements:

1. User interface should be user-friendly and intuitive.
2. All selected settings should be saved and loaded correctly.
3. System should provide feedback and guidance to the player in case of errors or invalid inputs.