

4 Brief Use Cases

Save Current Game

The user selects the option to save the current state of the game and adds a name for the current game state to distinguish from other game states. The user adds the game name and saves the current game state.

Load a Saved Game

The user selects the option to load a previously saved game state. The user selects a state from the available game state that was saved by the user. If the user selects to load a saved game, then the game state of the saved game is loaded.

Single player // multiplayer game

The system prompts the user to specify if the game is going to be a single player game or a multiplayer game. The user inputs the number of player(s) that are going to play the game. The system then prompts the user(s) to enter a name and choose a colour for their king figure/castle tiles.

Game Level

The system prompts the user to specify the game level. The user has the option to choose between 2 modes. The user must choose between hard mode or easy mode. The system assigns the selected game level mode to the computer player(s).