Select Number of Players

Primary Actor: Player

Stakeholders and Interests:

Player(s): Want to be able to start the game with the appropriate number of players, so that each player can have a turn.

Developers: Want the game to run smoothly and intuitively for players, wants each player to have a turn in the game.

Preconditions:

User is authorized to play the game.

User's system has the specs to run the game.

Success Guarantee (Postconditions):

The game is ready to initiate with the desired number of human/computer players.

Main Success Scenario:

1. The system prompts the user to select a game variation (number of players).
2. The user selects the game variation which they would like to play.
3. The system adjusts the number of player slots based on the game variation.
4. The user is given the opportunity to select how many players will be human players.
5. The user selects the number of human players. *[Alt1: Too Many Players for Game Variation]*
6. The system adds the specified number of human players and fills any remaining player slots with computer players. *[Use Case Ends]*

Alternative Flows:

Alt1: Too Many Players for Game Variation

1. The system informs the user that they have selected more human players than there are players in the selected game variation
2. The user is given the opportunity to change the game variation or change the selected number of players.
3. Flow resumes at Main Success Scenario Step 1 or Step 4 based on the user's choice.

Exceptions:

If at any point the system is unable to adjust game variation or player number, the use case ends.

Special Requirements:

Colors and patterns of text fonts and the game board and pieces must accommodate those with color blindness.

Open Issues:

Will the system give the user these options simultaneously, or one after the other?

Adjust Difficulty of AI Opponents

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to select the difficulty of the AI opponents.

Developers: Want the AI's strategy to change according to player's difficulty choice

Preconditions:

User is authorized to play the game.

User's system has the specs to run the game.

Success Guarantee (Postconditions):

The game is ready to initiate with the desired AI strategy difficulty.

Main Success Scenario:

1. The system prompts the user to select the difficulty for the AI opponents.
2. The user selects a difficulty for the computer player(s). *[Alt1: No Computer Players]*
3. The system records and displays the user's choice.
4. The system asks the user to confirm their choice.
5. The user confirms their choice. *[Alt2: User Wants to Change Their Choice]*
6. Use Case Ends.

Alternative Flows:

Alt1: No Computer Players

1. Flow resumes at Main Success Scenario Step 6

Alt2: User Wants to Change Their Choice

1. Flow resumes at Main Success Scenario Step 1

Exceptions:

If at any point the system is unable to display options or adjust the AI's strategy, the use case ends.

Special Requirements:

Colors and patterns of text fonts and the game board and pieces must accommodate those with color blindness.

Open Issues:

Will all AI opponents have the same difficulty, or will they be individually adjustable?