Brief Use Case Description:

1) User selects number of human computer players. System generate number of Artificial Intelligent to reflect player's choice.

2) User selects the level of difficulty. System adjust the difficulty of Artificial Intelligent.

3) User select the location to place the piece. System analyse user's move and generate a move by Artificial Intelligent.

4) User activate hints option. System provides the user with the opportunity to take hints.

5) User activates color blind option. System provides the user with the color-blind option.