

List of Actors and their Goals

Malefiz Project Group - 4

USERS AND USER-LEVEL GOALS

Also, know as Actors and Goals

User	Goals
Player 1	Open the runnable jar file, select new game or continue game, change name (by default it will be player 1), select the rest of the players status(human or computer, by default it will be computer 1/2/3), Change their name (optional, default will be given), start the game, read instructions, roll the dice when it's their turn (who will take the first move is random), move the pawn, if the move is illegal move to a different position, move barricades to a different position, save the game, start a new game, quit the game, close the window.
Player 2/3/4 (human)	Change their name (optional, default will be given), start the game, read instructions, roll the dice, take a turn, move the pawn, if the move is illegal move to a different position, move barricades to a different position, save the game, start a new game, quit the game, close the window.
Computer 1/2/3	Roll the dice, take a turn, move the pawn to a legal position, move barricades to a different position.
Developer	Test all the functionality(everything) and make sure they are working properly before the launch. If a bug report or user suggestion comes, fix/implement it right away.

This list is based on the assumption that player 1 is the primary user and will open the jar file and choose player status, as well as select the difficulty level (if the user chooses computer player as one of the opponents), start the game, quit or save the game. Player 2/3/4 (human) and player 2/3/4 (computer) share similar goals. However, Computer 1/2/3 will have slightly different goals and limitations depending on the difficulty level.