Player Settings

Fully Dressed Use Case

Primary Actor: Player

Stakeholders and Interests:

Player: 1. The player should be able to choose the color of the pawns.

   2. The player should be able to add at least one and up to four human players, the rest would be AI players.

   3. The player should be able to have two difficulty levels to choose when playing against AI players, including easy and hard mode.

Preconditions:
- The players have successfully initialized display options.

**Success Guarantee
(Postconditions):**
- The player can successfully choose the color of the pawns and the difficulty level.

Main Success Scenario:
1. The system provides the player with four different colors of pawns.
2. The player choose at least one and up to four colors to represent human players.
3. The system checks how many AI players are applied.
4. The system then provides the player with two difficulty levels, including easy and hard.

5. The player choose one of the following difficulty levels.

Alternative Flows:

Alt1: All players are human

1. The player choose all of the four colors of the pawns

2. The flow skips step 4.