Start a New Game:

Primary Actor: Player

Stakeholder and Interests:

Stakeholder	Interests
Players	The player should be able to start a new game or resume a saved game. The player should have an option of choosing a difficulty level between Easy and Hard when playing against a Computer AI. The player can choose a name and Icon based upon their choice.
Developers	The developer wants the game to start efficiently. The developer can fix any problem with the game when reported.

Success Guarantee (Postconditions):

- The game is initialized or loaded.
- The type of player is set.
- The difficulty for computer opponents is assigned/edited.
- The turn order is generated.
- Malefiez Board is displayed.

Success Scenario:

1. The player gets an option to start the New Game. [Alt 1: Players attempts to resume a saved game.]
2. The game setup comes up with Player 1 being a human.
3. The game gives an option to enter the name and choose an icon.
4. The player chooses a name and icon.
5. The player chooses the NEXT option to proceed further. [Alt 2: There are more than players to be registered.]
6. The game comes up with options for the difficulty level: EASY or HARD.
7. The player chooses the difficulty level.
8. The game comes up with the Malefiez Board displayed.
9. The player has the opportunity to Take A Turn.

Alternative Flows:

Alt 1: RESUME GAME

1. The system comes up with the saved game.
2. The flow resumes to Step 8.

Alt 2: Multiple players to be registered.

1. The flow resumes to Step 3.

Exceptions:

- If at any time the game is unable to pull up the saved data, the system informs the player of the failure and it displays the developer email address to report them the issue.

Special Requirements:

- Colours and sizes of objects used will be able to provide for the most common category of colour blindness.

- Failure of resuming the game up will be displayed with developers email address in order to report the issue.