

Choose Player Settings

Primary Actor – Player

Stake holder and Interest:

- 1) Players – wants to play game with friends, AI or both.

Precondition- The player selected the desired the game mode.

Postcondition- The player got the requested player settings in play. The system confirms requested number of player and AI has been set.

Main Success Scenario:

- 1) The system provides players setting options.
- 2) The system provides user the opportunity to select number Players.
- 3) The user selects the desired number of total players he wants.
- 4) The system records the number of total players.
- 5) The system provides an opportunity to select of number of human players.
- 6) The user selects the desired number of human players.
- 7) The system checks if number of human players is more than number of players. [alt1 human players exceed the total players]
- 8) The system records the number of human players.
- 9) The system calculates the number of AI player needed.
- 10) The system records the number of AI player.
- 11) The system informs the user about the number of AI player.
- 12) The system provides the user with the opportunity to select the AI's difficulty.
- 13) The user selects the difficulty level of the AI.
- 14) The system records the difficulty level of the AI.
- 15) The system provide user the opportunity to add player name.
- 16) The user adds the name of all the players.
- 17) The system records the name of each player.
- 18) The system provides the user with the opportunity to select a colour for a player.
- 19) The user selects the colour for a player.
- 20) The system records the selected color of the player.
- 21) The system gives the user the opportunity to start the game
- 22) The user selects to starts the game. [alt 2: user select back option]
- 23) The system checks if all settings are valid. [alt 3: Invalid settings]
- 24) The system retrieves the game setup according to number of players.
- 25) The system starts the game. (Use case ends)

Alternative Flow:

Alt1: human players exceed the total players

- 1) The system informs the user that human player cannot exceed total players.
- 2) the system gives users the opportunity to confirm
- 3) The user confirms.
- 4) flow resumes from step 2 at main success scenario.

Alt2: User selects back option:

- 1) The system gives user opportunity to select game mode.
- 2) The user selects the game mode.
- 3) The system records the selected game mode.
- 4) Flow resumes at step 1 at main success scenario.

Alt3: Invalid settings:

- 1) The system informs the user that the current selected settings are invalid.
- 2) Flow resumes at step 2 in main success scenario.

Expectations: NIL

Special Requirements: NIL

Open Issues:

- 1) Can game have more than four players?
- 2) If there are more than one AI, then how AI players plays against each other?