

# Kamisado System Requirements

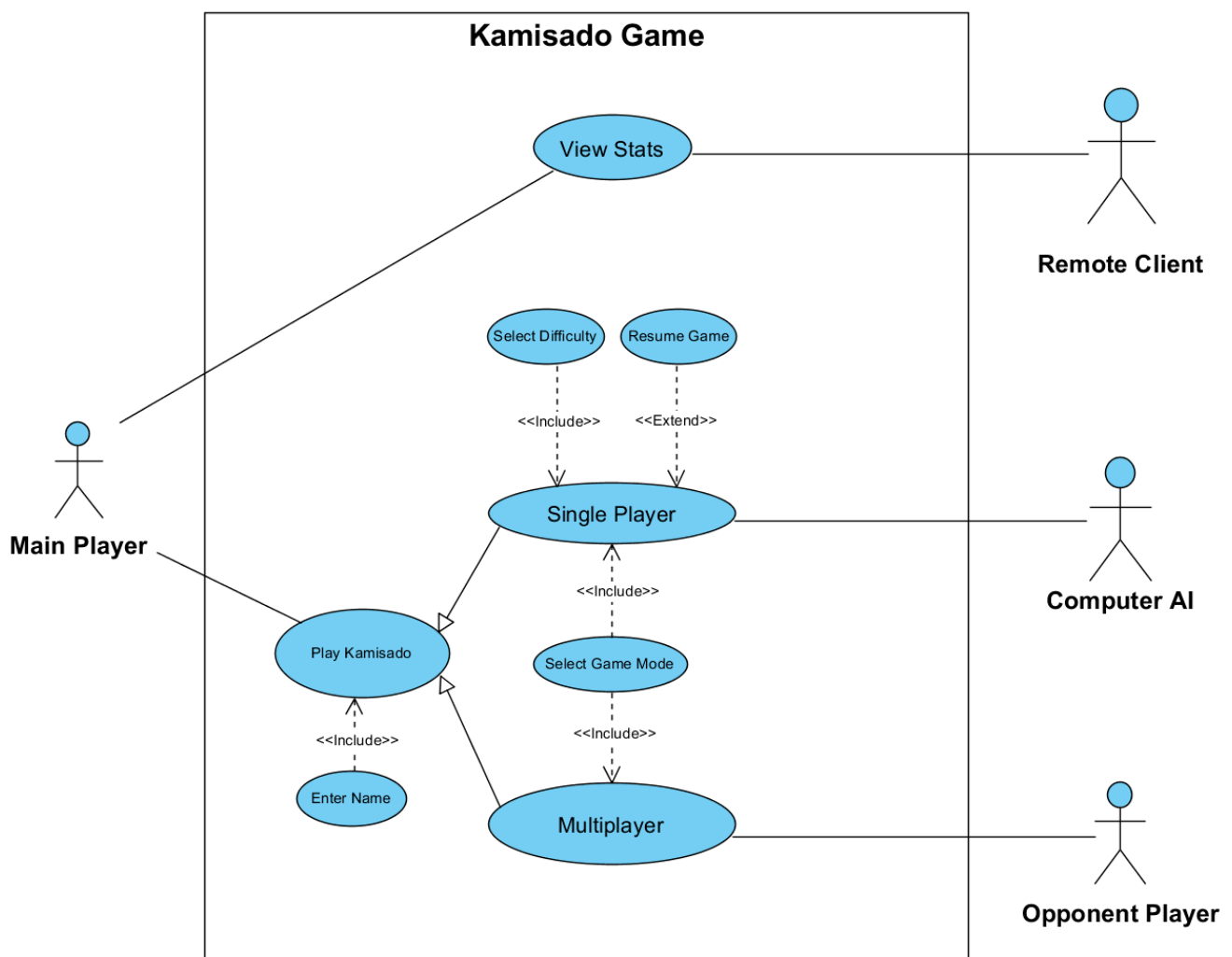
## Project Pair

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## Use Cases

### *Diagram*



## ***Use Case Descriptions***

### **Use Case: Play Kamisado**

User has simply selected from menu that they wish to play Kamisado, and will be prompted to enter their name (so information can be recorded accurately in stats. Options such as game mode/type etc come later.

**Primary Actor:** Main Player

**Supporting Actor:** *None*

**Main Flow:** Main Player -> Play Kamisado

### **Use Case: Play Single Player**

Playing a game of Kamisado in single player, against the computer AI. Options to either resume a saved game, or start a new, as well as selecting the difficulty and game mode are provided.

**Primary Actor:** Main Player

**Supporting Actor:** Computer AI

**Precondition:** User has entered name and chosen to play Kamisado.

**Main Flow:** Main Player -> Play Kamisado -> Single Player

### **Use Case: Play Multiplayer**

Playing a game of Kamisado in multiplayer, against a real player (on the same system). Only setting of a multiplayer game that can be made is changing the game mode.

**Primary Actor:** Main Player

**Supporting Actor:** Opponent Player

**Precondition:** User has entered name and chosen to play Kamisado.

**Main Flow:** Main Player -> Play Kamisado -> Multiplayer

### **Use Case: View Stats**

Allows the user to view stats about previous Kamisado games, such as record times beating the AI in single player and win/loss records in both single player and multiplayer.

**Primary Actor:** Main Player

**Supporting Actor:** Remote Client

**Main Flow:** Main Player -> View Stats

## **Features**

### ***List of all Features***

1. GUI Window opened at reasonable resolution
2. Keyboard input
3. User friendly GUI
4. Player name setting
5. Main menu with multiple options
6. Single player game mode
7. Multiplayer game mode
8. Difficulty settings
9. Resuming previously saved game
10. Save ongoing single player game
11. Multiple game modes
12. Intelligent computer AI for single player.
13. Ability for multiple user inputs in multiplayer
14. Kamisado rules enforced
15. Interactive Kamisado board displayed
16. Undo move function in single player
17. Time limit for player moves
18. Restart game option
19. Results of games saved into stats
20. Leaderboard of win/loss records

### ***Features Matrix***

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>Play Kasimado</b>	•	•	•	•	•	•		•			•			•	•					
<b>Play Single Player</b>				•		•		•	•	•		•			•	•	•	•		
<b>Play Multiplayer</b>				•			•						•		•		•	•		
<b>View Stats</b>	•	•	•																•	•