

Set Up a Game

Primary Actor: Player.

Stakeholders and Interests:

(Stakeholder - Interests)

Player - Wants to set up the game so they can play it. Wants the process to be quick and easy.

Parent - Wants to show child players how to set up the game.

Preconditions: None.

Postconditions: Game has started, board is displayed.

Main Success Scenario:

1. The user requests to set up a game.
2. The system sets each color's player type: human, easy computer, or hard computer.
3. The system informs the user of each color's player type.
4. The system provides the user the options to change each color's player type to human, easy computer, or hard computer, and the options to start the game or cancel setting up the game [use case ends].
5. The user changes the player type of a color [Alt 1 - the user does not change a player type]
6. The system informs the user that the change has been made.
7. The user elects to start the game or cancel setting up the game [use case ends] [Alt 2 - the user changes the player type of a color].
8. The system checks that at least one color is being played by a human [Alt 3 - none of the colors are set to human].
9. The system starts the game [use case ends].

Alternative Flows:

Alt 1 - the user does not change a player type

1. Flow resumes at Main Success Scenario step 7.

Alt 2 - the user changes the player type of a color

1. Flow resumes at Main Success Scenario step 6.

Alt 3 - none of the colors are set to human

1. The system does not start the game.
2. The system informs the user that at least one of the colors must be played by a human.
3. Flow resumes at Main Success Scenario step 4.

Exceptions: None.

Special Requirements: The game must cater for users with colour vision deficiency.

Open Issues: None.