

## 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 displays the game set up options to the user. This display shows each color's player type: human, easy computer, or hard computer. All colors are initially set to human.
3. The system provides the user the options to set 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].
4. The user changes the player type of each color as they see fit [Alt 1 - user does not change any player types]. The system updates the display to reflect each change.
5. The user elects to start the game or cancel setting up the game [use case ends].
6. The system checks that at least one color is being played by a human [Alt 2 - none of the colors are set to human].
7. The system starts the game [use case ends].

Alternative Flows:

Alt 1 - user does not change any player types

1. Flow resumes at Main Success Scenario step 5.

Alt 2 - 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 3.

Exceptions: None.

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

Open Issues: None.