

Use Case Description – Changing Player Settings

Primary Actor: Player(s)

Stakeholders and Interests:

- Player: Wants flexibility to choose how many players participate and whether opponents are human or computer-controlled
- System: Must apply valid configuration settings and ensure the game initializes correctly

Preconditions:

- The game application is running
- The player is on the main menu or settings screen

Postconditions:

- The system saves and applies the selected player settings
- The updated configuration is reflected in the next game session

Main Success Scenario:

1. The system displays the current player settings menu
2. The player selects the option to change the number of players
3. The system displays available player configuration options (2 or 4 players)
4. The player selects the desired number of players
5. The system displays the current player count selection
6. The player chooses the game mode (human vs human or human vs computer)
7. The system displays options to assign player types (human or computer) for each player slot
8. The player confirms the configuration
9. The system validates that all required player slots and assigned
10. The system saves the configuration and displays a confirmation message
11. The player returns to the main menu or game setup screen with the new settings applied

Alternative Flows:

- 2a. Player cancels before selecting a configuration
 1. The player decides not to change any settings and selects to cancel or returns to the previous menu
 2. The system discards any changes and returns to the main menu
- 4a. Player selects an invalid number of players
 1. The player attempts to select an unsupported player configuration
 2. The system displays an error message indicating that only 2 or 4 players are supported
 3. The system returns to Step 3 of the main success scenario
- 8a. Player exits without saving
 1. The player exits the settings menu without confirming

2. The system does not save the changes and retains the previous settings
3. The system returns to the main menu

Special Requirements:

- The system must display clear visual indicators of which players are human or computer-controlled
- The system must prevent invalid configurations before allowing confirmation
- Changes should persist until the player manually updates the settings again

Open Issues:

- Whether different difficulty levels for computer players will be selectable
- Whether changing player settings mid-game should be supported or restricted to pre-game setup