Scenarios for Game Initializer

Setup Number and Types of Teams:

English Description:

-For the game initializer to setup the game it must first need to know the number of teams that are going to be playing in the game. This number includes both AI controlled teams as well as human controlled teams.

-Preconditions: "Start Game" has been clicked on the main menu

-Flow of Events:

-The radio box corresponding with the number of teams wanted has been clicked.

-The radio box corresponding to the amount of AI teams and Human teams has been clicked.

-Click the button "start" to finish selection.

-Post conditions: Appropriate number of Teams, both Human and AI, are initialized.

Display Rules:

English Description:

-Should the button "Rules" be clicked on the Main Menu, a pop up box will be shown containing the rules of the game. You can then exit out of the rules pop up box, or minimize the rules to keep them for later.

Preconditions: "Rules" button has been clicked on the main menu

-Flow of events:

-pop-up box appears, containing the rules.

-pop-up box is exited.

-Post conditions:

-Secondary Scenario:

-Before step 2, pop-up box is minimized:

-pop-up box becomes minimized.