

Fully Dressed Use Case: Setting Computer Player Difficulty Settings

Primary Actor: Player

Stakeholders and Interests:

Player - wants to set the difficulty of the computer players in the game.

Preconditions:

The player must choose to play a new game.

Main Success Scenario:

1. The Player requests to set the difficulty level for the computer players of the game.
2. The System provides all of the available difficulty options.
3. The Player selects a difficulty setting out of the provided options
4. The System then asks for confirmation of this selection from the player.
5. The Player then approves the selection (*Alt 1 - Does not Approve*)
6. The System then saves the selection to be used for when the game begins.
7. The System notifies the Player that they have successfully set the difficulty level for the computer players. [*Use case ends*]

Success Guarantee (Postconditions):

The game difficulty is successfully set by the System. The Player is notified and made aware that their selection was successful.

Alternative Flows:

Alt 1: Player does not approve their selection

The System notifies the Player that their selection was not confirmed. The System makes the Player aware that they must pick a difficulty setting. Flow resumes at Step 2.

Exceptions:

At any point if the Player leaves the Main Success Scenario before the Success step, the System does not set the difficulty and the Use Case Ends.

Open Issues:

There are no open issues.

Special Requirements:

To provide a colour palette to the visually impaired if a Player requires so.