

Use Case Description: Set Up a Game

Primary Actor:

1. Kids

Stakeholders:

1. Parents/Guardians
2. Teachers
3. Board game enthusiasts

Preconditions:

1. The user knows how to play the game.

Postconditions:

1. The user is able to use the game board and pieces to play “Can’t Stop”.

Main Flow:

1. The system provides the user with the ability to start a game.[alt2: Player resumes a game]
2. The user requests to start a game.
3. The system provides the user with the opportunity to select a number of players between 2-4.
4. The user selects a number of players.
5. The system retrieves the shape/colour options for player pieces.
6. The system provides the user with the opportunity to select pieces for each player.
7. The user selects pieces for each player.
8. The system displays the piece selections.
9. The user confirms the selections. [alt3: User denies the selections]
10. The system stores the piece selections.
11. The system displays the game board and player selections.
12. The system gives each player the opportunity to roll two dice.
13. The system records and associates a play order from highest to lowest roll.
14. The system tells the users the play order.
15. The system provides the players the ability to take turns. [See “Take a Turn” use case description.]
16. The players take turns until someone wins.
17. The system determines a winner.
18. The system displays a winner.
19. The system gives the user the opportunity to play again or stop. [alt4: User selects play again] [alt5: User selects stop]

Alternative Flows:

1. The user saves a game to resume later (Should be doable anytime after the game starts).

- a. The system stores the settings, piece positions and turn order.
 - b. The system exits to the start menu.
2. Player resumes a previous game.
 - a. System retrieves game information.
 - b. System loads the saved board
 - c. System allows the user to play starting where the previous session ended
3. User denies the selections
 - a. The system moves to main flow 5.
4. User selects play again
 - a. The system keeps the current settings and moves to main flow 10.
5. User selects stop
 - a. The system clears the settings
 - b. The system moves to main flow 1

Special Requirements:

1. Player pieces must be able to be used easily by the visually impaired.
2. Users must be able to save a game and return later. (See alt flow 1)

Open Issues:

1. How to provide a tutorial to the user.
2. How to adapt the pieces to cater to the visually impaired.

Exceptions:

1. If the system fails at any point it will return the user to the start game ui.