4 Brief Use Cases
Group 5

1. Save Game
   - The user selects to save the current state of the game to resume playing at a later point in time. The system captures the current state of the game and presents the user with an opportunity to select the location of the save file. The user selects the save file location and the system responds to it by saving the game to the user's choice of location.

2. Add a Computer Player
   - The user selects the number of computer players that they want to play within the game and the difficulty for each player. The system records the user's preferences for the number of computer players, a difficulty for each player, then randomly assigns a name to each computer player and informs the user that the computer players were added successfully.

3. Restart Game
   - The user selects to start a new game. The system presents the user with a choice of saving the current state of the game (if any) or abandoning the current state of the game. The user provides their choice whether to save the game or to abandon it. The system records the user's choice for the current game, saves the game if necessary and then launches the new game setup.

4. Change board Color
   - The user selects to change the theme of the Domination board from those available. The system presents the user with the list of available themes and presents the user to select the theme. The user selects the theme that they want to use, the system records the user's preference, applies the theme to the Domination board and lets the user continue with the game.