Choose Player

Use Case

Group 4

Primary Actor: Player

Stakeholders and Interests:

- **Player:** Wants to be able to choose number of human player(s), number of CPU player(s), Difficulty of CPU player(s), Choose player name.

Preconditions:

- Should be at least one human player at all times.

Postconditions:

- Player successfully chooses number of human player(s).
- Player is able to choose number of CPU player(s).
- Player is able to pick their own name.
- Player is able to pick difficulty settings for the bots.

Main Success Scenario:

1. The system provides the user ability to make Player a human or a CPU.
2. The user chooses accordingly. [**Alt1**: the user chooses a CPU player for Player.]
3. The system allows the user to pick their Player name.
4. The user picks their Player name.
5. The system allows the user to add other Players.
6. The user adds other players accordingly.
7. The system records the user's choice.
8. The system allows the user to start game.
9. The user then asks to start the game.
10. The system sets up Focus board accordingly. [Use case ends]

Alternative Flows:

Alt1: The user chooses a CPU player for Player.

1. The system allows the user to pick difficulty level.
2. The user chooses a difficulty level for the CPU player.
3. The system records the user's choices.
4. Flow resumes at Main Success Scenario step 3.

Exceptions:

- If user does not pick their name for any reason, the system names the players by default. (Player 1, Player 2, etc.)
- If user does not pick enough number of CPU players (for a total of 4 players), the system adds the rest of the CPU players by default, for a total player number of 4.

Special Requirements:

- The system should be able to notify user of the player settings chosen.

Open Issues

- How to make sure there is always at least one human player?
- How to efficiently set up UI for choosing players.