Setup Game Use Case
Group 5

Primary Actor: Player
Stakeholders and Interests:

- *Player:* wants to resume a saved game or wants to initiate a new game, wants to select the number of human/computer players, wants to select the difficulty level of computer players, wants to select which colour the particular player is going to play, wants to take corresponding number of pieces, wants to select a name for self, wants to randomly select one of the pieces to determine who will start the game.

Preconditions:

- If loading a saved game, the save game file is present in the local storage.

Success Guarantee (Postconditions):

- The player can load a saved game or initiate a new game.
- The player has selected their name and colour of liking for their pieces.
- A player randomly selects one of the pieces to determine who will start the game.

Main Success Scenario:

1. The user requests to initiate a new game of Focus(aka Domination). *[Alt1: User loads saved game.]*
2. The system initiates the game setup and presents the user with an opportunity to select between human and computer players.
3. The user adds a number of (maximum 4) human players. *[Alt2: User selects Computer Players.]*
4. The system registers the number of players that are playing the game.
5. The system allows the user with an opportunity to select a username that they want to use in the game.
6. The user selects a username that they want to use.
7. The system records the username that the user selected.
8. The system provides the user with an opportunity to select a colour for their pieces.
9. The user selects the colour and symbol that they want to use for their pieces.
10. The system records the user's preferences for the colour of the pieces.
11. The system presents an opportunity to a player to randomly select one of the pieces from the piece of each color that is in the game to determine which player takes the first turn.

12. The user selects to assign the first player by randomly selecting one colour of the pieces. *[Alt3: Random Assign.]*

13. The system displays the Domination board with the user's selected preferences and assigns the first turn to the player with the randomly selected piece of colour. [Use case ends].

Alternative Flows:

Alt1: User Loads saved game

1. The system loads the game from where the user left, the previous time which was saved in the system.
2. Flow resumes at Main Success Scenario Step 13.

Alt2: User selects Computer Players

1. The user selects the number (maximum 3) of computer players.
2. The system registers the number of computer players.
3. The system asks for the user's preferences for the difficulty level of the computer players.
4. The user selects the difficulty level of computer players.
5. The system records the user's preferences for the difficulty level of the computer players.
6. Flow resumes at Main Success Scenario Step 4.

Alt 3: Random Assign

1. One player randomly selects one of the pieces to determine who will start the game.
2. The system provides that one player to select the color of the piece that they want to make the player start the game.
3. The player with the randomly selected piece of color takes the first turn.
4. The System records the player who will start the game and setup the gameboard accordingly.

Exceptions:

- If at any time the system is unable to retrieve the save game when the user selects to load one, then the system informs the user of the problem, and the use case ends.

Special Requirements:

- Colours and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g., colour blindness).

Open Issues:

- How to stop the user from skipping a setup step and ask them to complete a missing step before they can proceed?