

Setup Game

Revised Use Case

Group 5

Primary Actor: Player

Stakeholders and Interests:

- Player: Should be able to start a new game, choose number of human players, Should be able to save game, Should be able to load game after saving, Should be able to choose level of difficulty, Choose colour options for colour deficiency, Should be able to start a new game, Should be able to select what colour the player wants to be

Preconditions:

- When loading a saved game, then the save game file must be present in the local storage.
- Must be at least one human player.

Postconditions:

- Correct number of computer players (if needed) for a total of 4 players.
- The players have selected their pieces of choice.
- Player successfully starts a new game or loads a previously saved game.

Main Success Scenario:

- 1.** The player requests to start a new game of Focus [Alt1: User loads a previously saved game].
- 2.** System allows player opportunity to pick number of human players, up to a maximum of 4 and a minimum of 1.
- 3.** The player chooses how many human players are going to play the game. [Alt2: Computer player needed].
- 4.** The system allows player to cater colour deficient players.
- 5.** The player selects the colour they want to cater to colour blindness. [Alt3: No catering needed].
- 6.** The system stores the information about number of players and colours.
- 7.** The system allows player(s) to pick their colour of choice for their playing piece.
- 8.** The player(s) picks the colour they want to play as.
- 9.** The system stores the player's preferences and options.
- 10.** The system randomly chooses one of the players to take the first turn.
- 11.** The system then displays the Focus board with the player's preferences and options.

Alternative Flows:

Alt1: User loads a previously saved game.

1. The system retrieves a game that was saved from a previous session.
2. Flow resumes at Main Success Scenario Step 13.

Alt2: Computer player needed.

1. The system adds the AI players that are not human to make total player numbers 4 (3 Computer player if 1 human, 2 if 2 humans, etc.)
2. The system allows player to select the computer difficulty level.
3. The player selects the difficulty level of computer player.
4. The system stores information about the difficulty of computer players.
5. Flow resumes at Main Success Scenario Step 4.

Alt3: No catering needed.

1. Player decided to play with default colours.
2. Flow resumes at Main Success Scenario Step 6.

Exceptions:

- If player tries to load a game and the system does not find a previously saved game, system will provide an error message and an opportunity to set up a new game.

Special Requirements:

- Colours of pieces and size of fonts used must be able to cater to the visually challenged (colour blindness, near sightedness, etc.)

Open Issues:

- Should player be able to change colours midgame to cater to visually challenged?
- How to prevent players from skipping steps? Can they undo a move?