

Primary Actor: Player

Stakeholders and Interests:

- Player: The player seeks a fun and interactive experience by playing the game with other participants.
- Game developers: Game developers who are interested in developing high-quality games for their users.
- Parents: Parents are concerned about protecting their children's privacy and making sure the game is suitable for their children. In addition, they wish to be able to regulate how long their children spend playing the game.

Preconditions:

- To run the game, the device should have the required specifications.
- Device must have enough storage space to save the game data.
- The player has launched the game on his device.

Success Guarantee (Postconditions):

- The game ends when a player reaches the end of three columns or when the player decides to quit the game.
- If the player chooses to save the game, it will save its current state and any other relevant information. The game displays the winner of the game.
- The game runs without any errors or crashes.
- The player can resume a saved game.

Main Success Scenario:

1. The player starts the game and selects "New Game".
2. The player selects the number of players.
3. The player sets each player slot as "human" or "computer".
4. If the slot for a player is set to 'computer', the player must choose a difficulty level for that computer opponent.
5. The game starts with the first player taking their turn.
6. The game runs without any errors or crashes and functions as intended.

Alternative Flows:

Alt1: Invalid number of players selected.

1: The system will show an error message and return the player to the main menu.

Alt2: Difficulty level not selected.

1: Player trying to start a game without setting the difficulty level for computer players.

2: The system will show an error message and return the player to the main menu.

Exceptions:

- In the event of technical difficulties with the game or player's device, they may need to restart the game or seek assistance.

Special Requirements:

- Game will have parental controls so parents can limit their children's gaming time.
- The game will have AI-controlled opponents for single-player mode.
- Every player should have their score tracked automatically and receive regular updates from the game.

Open Issues:

- Is the dice roll random and fair?
- Is the game accessible to players with disabilities?

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