

#Set Up A Game ##Use Case Description

#Primary Actor:

*The primary actor when setting up a game will be the person in front of the computer keyboard

#Stakeholders and Interests:

*The Stakeholders in the process of setting up the game are the players who are about to play

#Preconditions:

*Setting up a game will assume that there are between one and four (inclusive) players will be

#Postconditions:

*After a successful game setup, the next thing that will happen is the first turn will be taken

#Main Success Scenario: *For the postconditions to be achieved, the following path will be followed. Because there is one to four players can play the game, there are multiple different success scenarios for setting up a game. The following path will show path when two players wish to play. Since only one player will actually be selecting the game settings, this player will be referred to as the user from here on.

1. The user starts the program;
2. The system requests the user to load a previous saved game or create a new game;
3. The user requests to start a new game;
4. The system requests the user to select the number of players;
5. The user selects the option for two players;
6. The system calculates the number of automated players who will play the game;
7. The system requests the user to select the skill level of the automated players;
8. The user selects the "Novice" skill level;
9. The system sets the skill level of the automated players to "Novice";
10. The system requests the user to select the theme of the game-board between a variety
11. The user selects the "Classic" theme;
- 12.

#Iterative Flows

#Exceptions

#Special Requirements

#Open Issue