

# Use Case #1(Intiante a Game)

## Fully Dressed

**Primary Actor:** User(Human Player)

**Stakeholders and Interest:**

- User(Human Player) : is able to choose the difficult level incase plays against computer system and also chooses the number of players.Player is also able to select colour.
- Other Users(Human PLayer) :will also be able to choose colour
- Computer System:Gets a random colour.

**Precondition:** User opens the game.

**Postcondition(success guaranteed) :**

- User gets their desired colour .
- User has to start by placing their colour of blocks in the corner of the board.

**Main success scenario:**

- 1)User opens the game.
- 2)After opening the game user gets the chance to select the number of players.
- 3)User selects two players.  
[Alt1:Three players][Alt2:Four players]
- 4)The players takes their set of 21 pieces on the desired colour.
- 5)User starts the game.

6)User Continues Playing.

[Alt3:Restart][Alt4:Quits]

Alternative Flows:

Alt1:Three players

- 1)User selects three players.
- 2)There might be one user other two might be other users or other than the user one might be other user and third player might Computer System.

Alt2:Four PLayers:

- 1)User selects two players.
- 2)There can be one ,two or three other users depending on the User's choices and computer takes control over the other players depending on the number of users playing.

Alt3:Restart

- 1)user goes back
- 2)restarts the game.

Alt4:Quit

- 1)user goes back
- 2)Quits the game

**Exception:**

- If there are three players every player controls the fourth colour chances alternatively
- If there are two players two colours are controlled by each player.

**Special requirement:**

- One of the players have to be user.
- There have to be two players.

**Open item:**

- Can one user continue playing if the other user quits?