

Fully Dressed Use Case Descriptions: “Choose Player Settings”

Choose Player Settings:

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to select the type of markers that will be in the game from two options of plain coloured marker or textured marker.
- Game developer: wants to add the user’s selection of the markers’ type in the game.

Preconditions

- The game setup is performed.

Success Guarantee (Post conditions):

- The game board is on the screen, ready for the players to play with no system issues.

Main Success Scenario:

1. The system gives the player the opportunity to select their marker type for the game.
2. The system shows the player two option to select from, which is plain coloured marker or textured marker.
3. The player selects the type of marker they want.
4. The player confirms their selection of the type of marker. [*Alt1: Player does not select the marker type*]
5. The system records the player’s selection and updates the game according to the player’s choice.
6. The system allows the player to start the game. [*Alt2: The marker type is not selected for all players*]
7. The player confirms to start the game. [Use case ends]

Alternative Flows:

Alt1: Player does not select the marker type.

1. The system informs the player that the marker type is not selected.

Alt2: The marker type is not selected for all players.

1. The system informs the player that the marker type is not selected for all players.
2. Flow resumes at Main Success Scenario step 2.

Exceptions:

- If at any time the system is unable to record the player's selection, or the system crashes, the system fails and cannot start the game, and the use case ends.

Special requirements:

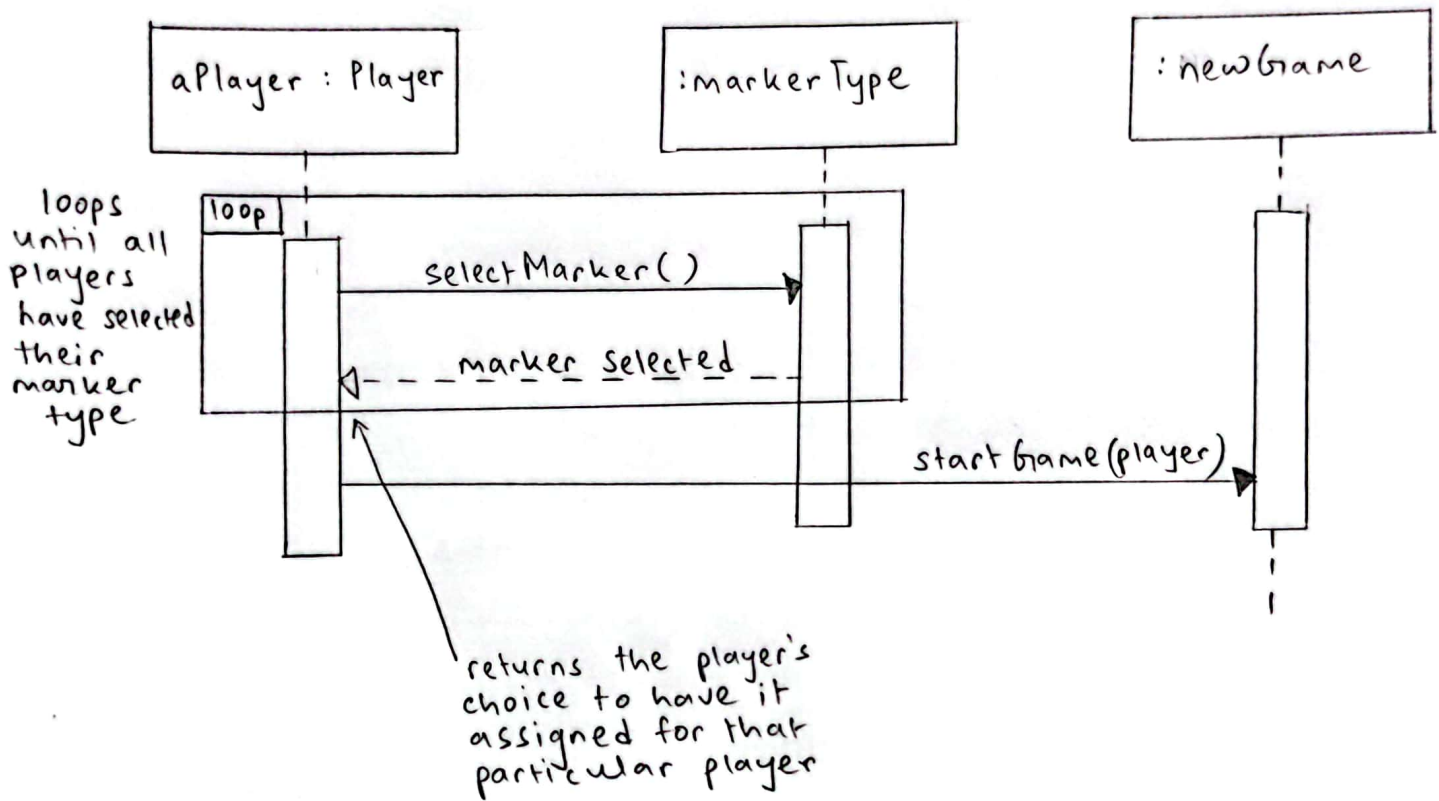
- The game should start within 30 seconds of the player's confirmation to start the game.

Open issues:

- Is the colour and textured marker pieces accessible for visually impaired (colour blindness) individuals.

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Sequence Diagram



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