

Group 11 Revised Iteration 1 Fully Dressed Use Case Description

**Set up a Game**

**Primary Actor:** User

**Stake Holder and Interest:**

- User and those playing with the user – would like to play a game of Ricochet Robots

**Pre-Conditions:**

This is the very first step of our application so all pre-conditions will be trivial

**Post Conditions**

One to four people playing a game of Ricochet Robots

**Main Success Scenario**

1. The system asks if the user wants to create a new game or resume the previous game
2. User creates a new game
3. System receives the input, deletes old game data and opens the next window
4. The System asks the user how many players will be playing
5. The user selects player 1 and turns it into a human player. The user selects the color and assigns a name
6. The system validates the selection
7. The user selects player 4 and turns it into a human player. The user selects the color and assigns a name
8. The system validates the selection
9. The user selects player 3 and turns it into a human player. The user selects the color and assigns a name
10. The system validates the selection
11. The user selects player 4 and turns it into computer. The user selects the color and assigns a name
12. The system validates the selection
13. The System retrieves details
14. System asks user to select desired board design and difficulty
15. User selects the board design and difficulty
16. The user selects next to continue the setup
17. System retrieves this information and creates the game

**Alternative Flows**

- If the user wants to load a saved game that will be a separate use case (which we did in iteration 2)

**Open Issues**

- How to implement the color deficiency mode?