

# Fully Dressed Use Case 1: Set Up a Game

**Primary Actor:** Game players and/or Computer player

## Stakeholders and Interests:

Stakeholders	Interests
Players	Setting up a new game with desired settings, Playing a fun 2 to 4-player game based on luck, probability, and strategy, and Winning the game by maximizing their score.
Computer Player	Plays fairly with the rest of the players if the settings say so and follows difficulty-level logic to select moves accordingly.
Developers	Designing and building the game with clear rules for valid combinations, Updating the game state in real time, and Maintaining the Game.
Distributors	Reaching the target gaming audience, ensuring product availability
Customer Support	Assisting with any game queries, Handling complaints, Providing tailored solutions keeping the company's reputation in mind

## Preconditions:

- The player has launched the game.
- The system is ready to accept a new game request.

## Success Guarantee (Postconditions):

- New game is created with selected settings(for instance - number of players, vision deficiency requirements, difficulty level, etc.)
- All players (human and/or computer) are properly set up
- Players can begin taking turns.

## Main Success Scenario:

1. The system displays the option to start a new game or resume the old game  
[Alt1: *Player exits the game*]
2. The player requests to start a new game.
3. The system displays the  $7 \times 7$  game board with appropriate combinations and color-scoring
4. The system prompts the player to choose game settings (for instance, number of players, human vs. computer, computer difficulty, and colour accessibility options).
5. The player selects the number of players. [Alt2: *Player Cancels Setup*]
6. The system will record the number of players (whether human and/or computer).
7. The player (if the computer is a player) defines the difficulty level of the computer.
8. The system will set the computer according to the used input.
9. The player tells the system whether it needs a colour vision deficiency version of the game or not.
10. The player confirms the selected settings.
11. The system sets up the game and displays the final board.
12. The system distributes 10 stone counters to each player.
13. The system randomly determines the first player.
14. The system informs players that the game has started [Use Case Ends].

## Alternative Flows:

Alt1: *Player exits the game*

1. The player exits the setup screen without choosing. The system returns to the main menu.

Alt2: *Player Cancels Setup*

1. The player exits the setup screen before confirming the settings. The system returns to the main menu.
2. Flow resumes at Main Success Scenario Step 1.

## Exceptions:

- The system encounters an issue while initializing the game. The system informs the player of the issue and prompts them to retry or exit and the use case ends.

## **Special Requirements:**

- The user interface must provide colour vision deficiency support.
- Game initialization must be completed within 5 to 10 seconds of confirming the settings.
- The system should allow saving settings or auto-save on exit for future sessions after confirming game settings.

## **Open Issues:**

- Should there be a tutorial mode option?
- How should player names be handled?
- Should players be able to customize their stone appearances?