

Place a Starting Tile

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to start playing the game by placing a starting tile in their kingdom, wants to place a starting tile in a location of their choice.

Preconditions:

The player must have set up a new game, including determining the number and types of players, the difficulty level of any computer players, and selecting a colour mode.

Success Guarantee (Postconditions):

Each player has a starting tile for their kingdom. The game then asks the players to place their king meeples on the current domino tiles.

Main Success Scenario:

1. The System informs the players that they must select a location in their kingdom for placing their starting tile. *[Alt1: There are computer players.]*
2. The player confirms the information.
3. Player selects a location within their kingdom to place a starting tile.
4. The System records the player selection.
5. The System places and displays a starting tile in the location selected in the players kingdom.
6. The System informs the player that their tile was placed successfully.

7. Steps 3 to 6 are repeated for all other human players. *[Use case ends]*.

Alternative Flows:

Alt1: There are computer players

1. System places and displays a starting tile in the kingdom of the computer player.
2. System informs human players that starting tiles for computer players have been selected.
3. Flow resumes at Main Success Scenario Step 2.

Exceptions:

- If the player shuts down their device or the game crashes, all progress will be lost, and the player will have to repeat this process upon rebooting the game.
- If at any point the system is unable to move to the next step an error message will be displayed, and the player will be returned to the main menu.

Special Requirements:

- Colours, designs, and text fonts used in the game should be compatible with players having colour deficiency.

Open Issues:

If players want to change the position of their starting tiles after they have placed their starting tiles, is an issue that hasn't been solved yet.