

Setup The Game

Primary Actor: Player

Stakeholders and Interests:

Player: wants to choose the number of human and computer players, wants to set the difficulty of game, wants the ability to load a saved game, wants to change the colour palette of the game.

Preconditions: The game opens successfully.

Success Guarantee (Postconditions):

After the game loads successfully. Apart from the player, other computer players are also created. A random player is chosen to go first. The game is setup with desired colour scheme and difficulty level. The game can begin.

Main Success Scenario:

1. The user starts a New Game.
2. The system asks the user to select if he/she would like to play a 2 or 4 player's game.
3. The user selects the number of players.
4. The system records the selection.
5. The system asks the user of how many human players will be present. (Alternative 1)
6. The user selects the desired number of human players.
7. The system records the selection.
8. The system prompts the player to select the difficulty of game.
9. The user selects the difficulty level of the game accordingly.
10. The system records the selection.
11. The system prompts the player to select the default colour palette or vision deficiency option. (Alternative 2)
12. The user selects the color mode of the game accordingly.
13. The system records the selection.
14. The system set up the game according to the colour palette selected.
15. All the players are created. (Alternative 3)
16. The system randomly picks a player and display whose turn it is.

Alternative Flows:

Alternative 1: User want to go back and change the number of players in game.

➔ Flow continues at step 3

Alternative 2: User want to go back and change the difficulty level of the game.

➔ Flow continues at step 8

Alternative 3: User want to go back and change the color mode.

➔ Flow continues at step 11

Exceptions:

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:

Changing colour mode, difficulty mode, and number of players after when they are already selected is an issue that hasn't been solved yet.