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.

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 mode. The game can begin.

Main Success Scenario:

1. The player starts a New Game.
2. The system asks the player to select if he/she would like to play a 2 or 4 player's game.
3. The player selects the desired number of players. (Alternative 1)
4. The system prompts the player to select the difficulty of game.
5. The player selects the difficulty level of the game accordingly. (Alternative 2)
6. The system prompts the player to select the default colour palette or vision deficiency option. (Alternative 3)
7. The system set up the game according to the colour palette selected.
8. The system randomly picks which player turn is first.

Alternative Flows:

Alternative 1. User closes the player selection prompt

➔ User will be asked again to select the number of players.

Alternative 2: User closes the difficulty selection prompt

➔ The difficulty level be set to default that can be easy or hard

Alternative: 3 User closes the colour selection dialogue box

➔ The default colour palette is selected.

<u>Exceptions:</u>

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.

<u>Special Requirements:</u>

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

<u>Open Issues:</u>

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