Choose Player Settings

Primary actor: Player

Stakeholders and Interests:

1   Players: wants to be able to customize the number of players in the game and their difficulties, wants the process to be simple and clear.

2   Game developers: wants to provide players with various options for number of players, wants to provide an option for a singular player. Wants the settings process to be simple and obvious.

Preconditions:

•   Player is identified and verified by system.

Success Guarantee (Post Conditions):

•   The number of players selected are generated. The number of players selected is saved. The difficulty selected is saved. The player profile is updated with the preferences.

Main Success Scenario:

1.   The user requests a list of player options available in the game.

2.   The system retrieves a list of player options available and provides the list to the user.

3.   The system provides the user with the opportunity to select number of players or to exit the use case [Extension: The user selects to play with computer.] [Use Case Ends].

4.   The user selects to play with a number of players. *[Alt1:* User wants to play with more 4 players]

5.   The system retrieves the details for the chosen number of players provides the opportunity to confirm the number to the user.

6.   The user confirms that he or she wants to select the player option. [Alt2: User declines the player option]

7.   The user requests to view a list of difficulty options available in the game. [Alt3: User declines to view list of difficulties]

8.   The system retrieves a list of difficulty options available and provides the list to the user.

9.   The system provides the user with opportunity to select a difficulty.

10.   The user selects a difficulty. [Alt4: User declines to select a difficulty]

11.   The system records the selected number of players and the difficulty, updating the player profile.

12.   The system informs the user that player options has been successfully applied. [Use Case Ends].

Alternative flows:

Alt1: User wants to play with more 4 players.

- The system informs the user that the player option is invalid.

Alt2: User declines the player option.
- The system informs the user that no more player options are available. Use case ends.

Alt3: User declines to view list of difficulties.

- Flows resumes at Main Success Scenario step 12.

Alt4: User declines to select a difficulty.

- Flows resumes at Main Success Scenario step 12.

Exceptions:

- If at any time the system is unable to display the correct player options, then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

- If any time system is unable to retrieve previous player options for the specific player, then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Special Requirements:

- Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g., color blindness).
- Change of player option to be provided to user within 60 seconds of submission.

Open Issues:

- Do we keep a track/record of the player options selected by a specific player.