

Use Case: Set-Up Game

Primary Actor: User (at least one Human player)

Stakeholders and Interests

User: desires to set up their player with the option of playing against other human players, computer-controlled players, or a mix of both. The user expects that a digital representation of a malefiz board has been created with all barricades and different pawns in place, and that a game of malefiz is ready to be played.

System: Requires the user to interact with the given platform to determine aspects necessary to complete the set-up process.

Pre-Condition:

The user has started up Malefiz Game.

Main Success

1. User selects number of human and/or AI opponents (up to 4)
2. User gives names to non-AI players (or stays with defaults).
3. User selects difficulty level of AI players. [ALT 1: No AI players in game].
4. User selects color scheme/theme for players' pawns.
5. System sets up the game board.
6. System places the 11 barricade pieces in their positions, 5 of each player's pawns at their 'home' and ensures that a dice-rolling mechanic is ready.
7. Each player then 'rolls the dice' to decide how the turns are given, in descending order of the random value obtained.

Alternative Flow

ALT 1: No AI players in game

1. The flow proceeds to step 4.

Post-Conditions

The game board is set, barricades and players' pawns are in place, and the flow of turns has been determined. The first turn of the game is ready to be played.

Special Requirements

1. An OS that can run jar files including the required JDK.

Open Issues

1. Adapt after adding network multiplayer functionality.