

Use Case: Set-Up Game

Primary Actor: User

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.

Pre-Condition:

The user has started up Malefiz Game.

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.

Main Success

1. User starts game.
2. The system asks user to set number of players.
3. User selects number of human and/or AI opponents (up to 4).
4. The system prompts user to give player/s names.
5. User gives names to non-AI players (or stays with defaults).

[ALT 1: No AI players in game]

6. The system asks user to set AI difficulty.
7. User selects difficulty level of AI players.
8. The system asks user to choose appropriate color scheme.
9. User selects color scheme/theme for players' pawns.
10. System sets up the game board according to user-provided specification.
11. System sets the gameboard up.
12. Each player is then prompted to 'roll' 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 8.

Special Requirements

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

Open Issues

1. Adapt after adding network multiplayer functionality.