Choosing Difficulty

Primary Actor:

Player

Stakeholders & Interests:

Developers: Wants the Player to be able to choose a difficulty
level Player: Wants to be able to choose a difficulty level

Preconditions
:

User has Selected the number of players and the number of players selected
is less than 4

Postconditions:

Difficulty is set.

Main success scenario:

1. System Displays difficulty options to player.
2. Player chooses a difficulty level to play at. (alt1)
3. The user confirms that he or she wants to select chosen difficulty level. (alt 2)
4. System confirms player has selected difficulty.
5. System sets the AI according to the difficulty chosen.

Alternative
Flows:
1. User decides to exit game. System asks user if the game should be saved;
    system applies changes accordingly.
2. User declines difficulty level : Flow resumes at Main Success Scenario Step 1.

Exception:

If at any time the system is unable to retrieve, record or provide details 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:
1. Colours and sizes of text fonts used must provide - or be able to provide - for the visually impaired.

Selecting Blocks and deducting from block bank

Primary Actor:
Player

Stakeholders and Interests:

-Player: Wants to use their turn by selecting and modifying the position of a piece

-Developers: Want the game to let players have bug free turns.

Preconditions:

User was able to start a game.

It's players turn to play

Postcondition:

User placed a piece where applicable in the board.

Main success scenario:

1. System provides all available pieces to player (player's piece bank)
2. System confirms if player is able to take a turn [Alt1: The player has no available moves]

3. Player is notified of turn
4. Player decides what to do next [Alt 2: The player decides to save and exit the game]
5. Player goes through the piece bank [Alt 3: The player decides to see other players block banks]
6. User selects a piece to go through their turn
7. User places piece at desired location on the board.
8. User can rotate piece to satisfy the rules of the game (or use hints) [Alt4: Piece is not placed at a valid position]
9. The changes made by the user to the block is reflected on the system.
10. Block is shown on the board
11. Block is deducted from the block bank.

Alternative Flows:

Alt1: The player has no available moves
        -The players turn is skipped

Alt2: The player decides to save and exit the game

        - The system will save the game and exit window

Alt3: The player decides to see other players
block banks

        - The system will show pieces remaining from every other player

Alt4: Piece is not placed at a valid position

        -System disallows block from being placed on board :Flow resumes at
        Main Success Scenario Step 5.

Exception:

If at any point the system is unable to retrieve, record or provide details 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:

- The user is able to save and close the current game

- Colours and sizes of text font used must provide – or be able to provide – for the visually impaired.