

## **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.
3. System confirms player has selected a difficulty.
4. System sets the AI according to the difficulty chosen.

### **Alternative Flows:**

None

### **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:**

None

## **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.

### **Postcondition:**

User placed a piece where applicable in the board.

### **Main success scenario:**

1. User starts a game
2. System initializes the game
3. System provides all pieces to players
4. System selects player to begin
5. User is notified it's his turn
6. User decides what to do next [Alt 1: The user decides not to play]
7. User goes through the piece bank [Alt 2: The user decides to see other players piece banks]
8. User selects a piece to go through their turn
9. Block is deducted from the block bank.

### **Alternative Flows:**

Alt1: The user decides to save and quit the game

- The system will save the game and close the window

Alt2: The user decides to see other players pieces

- The system will show pieces remaining from every other player

**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 system gives the option 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.