Use Case Description - I: Initiate a Game

Use Case	Initiate a Game
Primary Actor	Human Players, Computer Players
Stakeholders and Interests	Human Players, Computer Players, Developers, Testers
Preconditions	1. The difficulty selection buttons exist and valid. 2. The computer player(s) are able to play with other player(s). 3. The function to customize color for people with color vision deficiency is valid.
Postconditions	1. The game shows the consistent difficulty and color. 2. Computer player(s) can interact with the human player(s). 3. The game begins.
Main Success Scenario	1. The human player logs into the game. 2. The human player clicks New Game. 3. The human player chooses total number of human players. 4. The human player chooses number of computer players and difficulty (if not playing with 4 human players). 5. The game begins.
Alternative Flows	1. The player wants to resume a game rather then start a new game. 2. The player changes color theme before starting a game.
Exceptions	1. If hard difficulty level is chosen, game will provide fewer hints. 2. If easy difficulty level is chosen, game will provide more hints.
Special Requirements	1. At least one player is human. 2. Human player must choose the color theme before the game has started.
Open Issues	1. The initial game color may be a disadvantage to people with color vision deficiency. 2. The Human player cannot log in game due to technical reasons.