



## Fully Dressed Use Case Description

Set Up a Game

Banana inc.

## Primary Actor:

Player

Stakeholders	Interests
Players	start a game, add players to the game, select marker colors, change difficulty, set up game easily, wants the process to be clear and simple
Parents and guardians of young players	wants the game to be easy to set up for children, child-friendly

## Preconditions:

Player has a working copy of the game installed on their system

## Success Guarantee (Postconditions):

The board loads with the initial positions and specified number of players.

## Main Success Scenario:

- The player starts a new game from the main menu. *[Alt1: Player resumes a saved game] [Alt2: Player selects the quit option] [Alt3: Player selects the help option]*
- The system presents a menu with options for a new game.
- The player selects the number of human players.
- The player chooses difficulty level.
- The system loads the board with the initial positions and specified number of players.

## Alternative Flows:

### ALT1: PLAYER RESUMES A SAVED GAME

- The system presents the player with file chooser.
- The player selects a save file to load.
- The system loads the board according to the save file.

### ALT2: PLAYER SELECTS THE QUIT OPTION

- The system confirms if the user wants to quit.
- The game closes.

### ALT3: PLAYER SELECTS THE HELP OPTION

- The system displays a new page with detailed instructions for using the software and playing the board game itself.

## Exceptions:

If at any time the system is unable to load the game or display menus, then the system informs the user of the problem, attempts to record the nature of the failure and the use case ends.

## Special Requirements:

- Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g. color blindness).
- The markers on the loaded game board should have text descriptors for their colors for color vision deficiencies.