

## **Initiate Game**

**Primary Actor:** Player

### **Stakeholders and Interests:**

- Player: Wants to select the number of players (human/CPU opponents), wants to indicate any visual deficiencies, wants to select level of difficulty, and wants to begin gameplay

### **Preconditions:**

- The player has compiled the game
- The player has run the game

### **Success Guarantee (Postconditions):**

- Player has selected the total number of players to participate in the game. The player has selected the level of difficulty of their CPU opponents. The player has indicated if they have visual deficiencies. Gameplay begins, whereby game pieces are coloured (or styled) in accordance to any visual deficiencies identified and the number and difficulty level of opponents is as was selected.

### **Main Success Scenario:**

1. Player is presented with various options/preferences.
2. Player selects the number of opponents that will participate in the game.
3. Player chooses a level of difficulty for opponents.
4. Player identifies whether or not they have visual deficiencies.
5. Game pieces are coloured (or stylized) to comply with any visual deficiencies.

### **Open Issues:**

- How will the selection of players and vision deficiencies be presented to the player?