

## **Brief Use Cases**

### **Selecting Number of Players**

The player selects how many opponents will be playing. The system lets the player select how many of them will be human, and how many will be CPU's. The system is updated to reflect the player's selection.

### **Selecting Difficulty**

The system presents three levels of difficulty: easy, medium and hard. The player chooses the difficulty they would like to use. The system is updated to reflect the player's selection.

### **Disable Display of Hints**

The player chooses to disable the option to be given hints on where to place pieces during a game. The system receives the request and successfully disables the option. Upon the player's turn, no hints are given on where to place their available pieces.

### **Save a Game/Session**

The player chooses to end a session of the game and save it in its current state. The system records current positions of game pieces already placed and informs the player that the session was successfully save.

### **Resume a Game/Session**

The player chooses to resume a session of a game that has already been saved. The system successfully retrieves the current state of the session chosen (i.e., position of game pieces already placed), and the player can place new pieces to continue the game.