Selecting Number of Players

Primary Actor: Player

Stakeholders and Interests:

- *Player*: wants to select how many total players (including themselves) will play the game, and choose the colour/block group they will use.

Preconditions:

- The player has commenced the process for starting a new game.

Success Guarantee (Postconditions):

- The player is able to begin playing the game against the selected number of opponents and the colour/block groups are assigned accordingly to all players.

Main Success Scenario:

1. The system displays the option to choose how many total players will play. The options presented are numbers 1 through 4.
2. The player chooses the desired number of total players.
3. The system acknowledges the choice made, creates the correct number of computer players to compete against the human player.
4. The player can see the correct number of opponents and selects the colour/block group they want to use during the game *[Alt.1: Player changes choice.]*.
5. The system updates accordingly and assigns the rest of the colour/block groups to the computer players. *[Use case ends]*

Alternative Flows:

Alt 1: Player changes choice

1. The player decides to change the number of total players and needs to start the process over again.

Open Issues:

- If the player does decide to change the total number of players, should we implement a way for them to go back or will they end the session and start over?
- How will we visually show the computerized opponents so that the player can see that the correct number has been created?