

## **Initiate Game**

**Primary Actor:** Player

### **Stakeholders and Interests:**

- Player: Wants to select the number of human players, wants to indicate any visual deficiencies, wants to begin gameplay

### **Preconditions:**

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

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

- Player has selected the number of human players. Player has indicated visual deficiencies. Gameplay begins. Game pieces are colored in accordance to the indicated visual deficiencies. The amount of human players is the same as that which was indicated.

### **Main Success Scenario:**

1. Player is presented with numbers 1 to 4.
2. Player chooses the number of human players that will participate in the game.
3. Player is presented with a list of visual deficiencies.
4. Player chooses those present in the people that will be playing the game.
5. Gameplay begins with proper amount of players.
6. Pieces are colored according to the deficiencies.

### **Open Issues:**

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