

Choosing Difficulty

Primary Actor: Player

Stakeholders and Interests:

- Player: Wants to select the difficulty of the CPU players for the following instance of Blockus

Precondition:

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

Success Guarantee (Postconditions):

- The player has selected the level of difficulty for their CPU opponents. Gameplay begins, with the difficulty of the CPU players as was selected.

Main Success Scenario:

1. The system presents the player with a choice of three difficulty settings: Easy, Medium, and Hard.
2. The player selects one of the levels of difficulty. [*Alt1: The player chooses another difficulty setting*]
3. The system records the choice of the player
4. ...
5. The player clicks on the Play button.
6. The system presents the board.
7. The system creates computer players [*Alt2: There are no CPU players*]
8. The system sets the difficulty of the created computer players to the chosen difficulty.

Alternative Flows:

Alt1: The player chooses another difficulty setting

1. The recorded difficulty setting is replaced by the newly selected difficulty setting.

Alt2: There are no CPU players

1. There are no CPU players created, and consequently, nothing is done with the recorded difficulty setting.

Exceptions:

- If the player doesn't choose a difficulty setting the play button doesn't begin gameplay, and a popup window appears informing the player that they must select a difficulty before proceeding.

Open Issues:

- Will a choice of difficulty be required if there are no computer players?