

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 chooses from a list of visual deficiencies.
4. Gameplay begins with proper amount of players.
5. Pieces are colored according to the deficiencies.

Open Issues:

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