

## 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 (human/computer players).

### Main Success Scenario:

1. The system displays the option to choose how many human players will participate. The options presented are numbers 1 through 4.
2. The player chooses the desired number of human players.
3. The system records the selection made by the player and provides the player with a confirmation of their choice.
4. The player receives confirmation of the number of human players they chose.
5. The system calculates the appropriate number of computer players (CPU's) to create based on the initial player's selection [*Alt.1: There are no CPU players*].
6. The system creates the CPU players.
7. The player receives confirmation that the correct number of opponents have been created (human and/or CPU). [*Alt.2: Player changes choice.*]

### Alternative Flows:

*Alt 1: There are no CPU players*

1. If the player has chosen that all four of the players will be human, no CPU players will be created. Use case resumes at step 7.

*Alt 2: Player changes choice*

1. The player decides to change the number of total players and needs to start the process again, from step 2 of the main success scenario.

**Exceptions:**

- If the player doesn't select a number of players, the play button doesn't allow gameplay to begin. A message will inform the player that they must specify a number of players before they can proceed.

**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 CPU opponents so that the player can see that the correct number has been created?