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.
3. The system records the choice of the player
4. The system updates the UI to show the players choice. *[Alt1: The player chooses another difficulty setting]*
5. The player sets all other settings as they desire.
6. The player clicks on the Play button.
7. The system presents the board.
8. The system creates computer players *[Alt2: There are no CPU players]*
9. 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?

Notes:

- The actual use case consists of lines 1-4. The remaining lines are there simply to give context and make it more understandable.