

## **Brief Use Cases**

### **Selecting Number of Players**

The player selects how many players will be playing. The game gives the player lets the player select how many of them will be human and how many will be CPU's. The game is updated to reflect the players selection.

### **Selecting Difficulty**

The game presents 3 difficulty options (Easy, Medium, Hard). The player chooses which difficulty they would like to play on. The game is updated to reflect the players selection.

### **Disable display of hints:**

The user chooses to disable the option to be given hints on where to place pieces during the game. The system receives the request and successfully disables the option. Upon the user's turn, no hints are given on where to place the game pieces.

### **Save a game/session:**

The user chooses to end a session of the game and save it in its current state. The system records current positions of game pieces already placed and informs the user that the session was successfully saved.

### **Resume a game/session:**

The user chooses to resume a session of a game that has already been saved. The system successfully retrieves the current state of the session chosen (i.e., positions of game pieces already placed), and the user can place new pieces to continue the game.