

Initiate Game

Primary Actor: Player

Stakeholders and Interests:

- Player: Wants to select the number of players (human/CPU opponents), wants to indicate any visual deficiencies, wants to select the level of difficulty, and wants to begin gameplay

Precondition:

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

Success Guarantee (Postconditions):

- Player has selected the total number of players to participate in the game. The player has selected the level of difficulty of their CPU opponents. The player has indicated if they have visual deficiencies. Gameplay begins, whereby game pieces are coloured (or styled) in accordance to any visual deficiencies identified and the number and difficulty level of opponents is as was selected.

Main Success Scenario:

1. The system presents the player with various options/preferences.
2. The player selects the number of opponents that will participate in the game.
3. The player chooses a level of difficulty for opponents.
4. The player identifies whether or not they have visual deficiencies.
5. The system presents the game board
6. The system colours (or stylizes) the game pieces to comply with any visual deficiencies.

Open Issues:

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