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 and the colour/block groups are assigned accordingly to all 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 players selected number.
4. The system displays the players choice. *[Use case ends]*
5. The player indicates that they wish to begin the game. *[Alt.1: Player changes choice.]*
6. The system presents the board.
7. The system creates computer players *[Alt2: There are no CPU players]*
8. The system acknowledges the choice made and creates the appropriate number of computer players (CPU's) based on the initial player's selection.
9. The player can see the correct number of opponents (human and/or CPU)

Alternative Flows:
Alt 1: Player changes choice
1. The player decides to change the number of total players and needs to start the process again, from Main Success Scenario step 2.

Alt2: There are no CPU players
1. If the player has indicated that all 4 of the players will be human, no CPU players will be created.

Exceptions:
- If the player doesn't select a number of players the play button doesn't begin gameplay, and a popup window appears informing the player that they must select a number of players before proceeding.

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?

Notes:
- The use case ends at "*[Use case ends]*". Everything beyond that point is there to give context and make it more understandable.