Use Case Description 1: Set Up a Game

- The system asks if the user wants to create a new game or resume the previous game.

- User creates a new game

- System takes the input and opens the next window old game data will be destroyed

- The System asks the user how many players will be playing

- The user selects player 1 and turns it into a human player. The user selects the color and assigns a name

- The system validates the selection.

- The user selects player 2 and turns it into computer. The user selects the color and assigns a name

- The system validates the selection.

- The user selects player 3 and turns it into computer. The user selects the color and assigns a name

- The system validates the selection.

- The user selects player 4 and turns it into computer. The user selects the color and assigns a name

- The system validates the selection.

- System retrieves details

- System asks user to select desired board design and difficulty

- User selects the board design (simple/complex) and difficulty (easy/hard)

- The user selects next to continue the setup.

- System retrieves this information and creates the game.

- If user selects previous game the system loads that game with all the original data

Use Case Description 2: Take a Turn

- System reveals a main board with players on the corner of the main frame

- System randomly selects the colour that needs to be reached

- The system prompts all the players that the game has begun

- All the computer players will be activated to make moves

- user rings the bell before any other players.

- System starts timer, user must have to enter the steps

- system validates the input of the steps

- User start moving his robot according to number of steps he mentioned. While this is happening, the system gives other player to ring the bell if they have any lower moves.

- System validates the move the first player did in the given time.

- After the moves have been validated, the system gives the point to the player that had the lowest moves and the turn has been terminated.