Use Case	Set Up a Game
Primary Actor	Player
Stakeholders and Interests	• Players - Playing the game, saving their game sessions, seeing their high scores & achievements, & most • importantly having fun.
Pre-conditions	Player has registered username and has successfully logged in.
Post-conditions	Player is aware of chosen gameplay settings. Gameboard is created and displayed
Main Flow	1. The user requests to start a new game. 2. The system provides the user with the opportunity to choose how many players are playing. 3. The user selects how many players he or she wants to play. 4. The system records how many players are to play. [Alt 1: User selects four players] 5. The system displays to the user the choice between 2 difficulty settings, easy and hard. 6. The user selects the difficulty setting he or she would like to play with. 7. The system records the users chosen difficulty level. 8. The system gives the user the choice between two playable boards, simple and complex. 9. The user selects the board he or she would like to play with. 10. The system keeps record of the chosen board type, and then prompts the user to choose between different color pallets for the board. 11. The user selects the color pallet he or she would like to play with. 12. The system records the selected board color and offers the student the opportunity to enable or disable hints. 13. The user chooses to enable the hints or not. 14. The system records the user's choice. 15. The system then displays all the users chosen settings and asks the user if they are ready to start the game. 16. The user confirms he or she wants to start the game with their chosen setting. [Alt 2:User declines to start game]

	17. The system creates and displays the custom game board.

Alternative Flows	Alt 1: User selects four players
	   1. Flow resumes at main flow 8
	
	Alt 2: User declines to start game
	   1. The system asks user are they sure they want to change settings.
	   2. The user confirms they want to change their settings.
	   3. Flow resumes at main flow 2

Exception	• If an any time during the use case the system is unable to record or provide details then the system informs the user of the problem, and the use case ends. • If the program is closed the system askes if the user is sure they want to quit. If the user confirms they want to quit the use case ends
Special Requirements	• Color pallets offered must accommodate people with color deficiencies.
Open Issues	• Can certain players have hints enabled and others not?