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| 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. * Developers – Want the game to start up smoothly & without issues (e.g., bugs, etc.) |
| Pre-conditions | User has registered username and has successfully logged in. |
| Post-conditions | User 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 they want to play. 4. The system records how many players are to play.   [Alt 1: User selects four players]   1. The system displays to the user the choice between 2 difficulty settings, easy and hard. 2. The user selects the difficulty setting they would like to play with. 3. The system records the users chosen difficulty level. 4. The system gives the user the choice between two playable boards, simple and complex. 5. The user selects the board they would like to play with. 6. The system keeps record of the chosen board type, and then prompts the user to choose between different color palettes for the board. 7. The user selects the color palette they would like to play with. 8. The system records the selected board color and offers the student the opportunity to enable or disable hints. 9. The user chooses to enable the hints or not. 10. The system records the user’s choice. 11. The system then displays all the user’s chosen settings and asks the user if they are ready to start the game. 12. The user confirms they want to start the game with their chosen setting. [Alt 2:User declines to start game] 13. 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 the user if they’re 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 at 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 asks the user if they are sure they want to quit. If the user confirms they want to quit, then the use case ends. |
| Special Requirements | * Color palettes offered must accommodate people with color deficiencies. |
| Open Issues | * Can certain players have hints enabled and others not? |