

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to set up the game with their preferred configuration of Players and CPUS (with difficulty), and any display changes or other setting changes. Wants to be able to select these in any order, and change them at any time before the board is finalized.

Preconditions:

None.

Success Guarantee:

The game is ready to play. Settings are updated for this game and are legal for the rules of Focus.

Main Success Scenario:

1. The system displays modifiable settings - 4 player slots, the difficulty of the CPUs, colorblind mode, and the name of all 4 players. [Alt1: The player loads a game]
2. The player(s) select whether there are any CPUS. If there is a CPU, they also select "Easy" or "Hard" difficulty.
3. The player(s) also input names for the system to display for each of the 4 players.
4. The player(s) select whether colorblind mode should be enabled on that player's turn.
5. The system records these selections.
6. The player(s) selects the "Start" prompt in the welcome screen to start the game.
7. The system checks if any player has selected colorblind-friendly symbols in a non-networked game.[Alt 2: Otherwise, Move On.]
8. The system provides a prompt to enable the colorblind setting for all players.
9. The player(s) accept the prompt. [Alt 3: Prompt declined]
10. The system enables the colorblind for all players and CPUS.
11. The system displays a choice to finalize or change their settings, warning them some settings can't be changed after generation.
12. The player(s) choose to finalize their settings. [Alt 4: Players Change Their Settings]
13. The system starts the game using the valid board configuration for the player count.
14. At the same time, the system locks settings in the settings menu for CPU difficulty, while still allowing it to be viewed when editing other settings during the game.
15. The system randomly selects a Player or CPU to have their first turn. [Use Case Ends]

Alternative Flows:

Alt1: The player loads a game

1. The system fetches the saved game and play resumes from the previous session. Use case ends.

Alt2: Otherwise, Move On

1. Flow resumes at step 11.

Alt3: Prompt declined

2. Flow resumes at step 11.

Alt4: Players Change Their Settings

1. The system preserves settings entered so far and does not generate the board.
2. Flow resumes at step 1.

Exceptions:

If the system cannot generate a valid board, the system displays a prompt explaining this and exits.

Special Requirements:

None.

Open Issues:

What if a player wants to take over a CPU/be taken over by a CPU?