

**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 Domination.

**Main Success Scenario:**

1. The player(s) lands on the displayed welcome screen.. [Alt1: The player loads a game]
2. The system unlocks setup-specific settings.
3. The player(s) change Player/CPU distribution, difficulties, and names.
4. The player(s) select their individual preferred stack solution from the options available.
5. The player(s) select whether they want colorblind-friendly symbols to be displayed on their turn.
6. The player(s) selects the "Start" prompt in the welcome screen
7. The system checks if any player has selected colorblind-friendly symbols in a hotseat game. If so, it displays a statement indicating at least one player has turned colorblind-friendly symbols on, and that it is good etiquette for all players to enable the option. [Alt 2: If true, Colorblind Prompt]
8. The system displays a choice to finalize or change their settings, warning them some settings can't be changed after generation.
9. The player(s) choose to finalize their settings. [Alt 3: Players Change Their Settings]
10. The system starts the game using the valid board configuration for the player count.
11. At the same time, the system locks settings that would invalidate the prepared game.
12. 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: If true, Colorblind Prompt

1. The system displays a prompt asking if the players would like to turn on colourblind-friendly symbols for all players. If no, Flow resumes at Step 10.

2. The system enables the colorblind-friendly option for all Players and CPUs. Flow resumes at step 10.

#### Alt3: Players Change Their Settings

1. The system preserves settings entered so far and does not generate the board.
2. Flow resumes at step 3.

#### **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?