

Player Data

Use Case Description

Primary Actor:

- The primary actors will be the Human players, since they have to enter their own preferred user name. However, the automated players name and number of tokens will still be shown to the rest of the players.

Stakeholders and Interests:

- The Stakeholders in the process of setting up the game are the players who are about to play the game. Their interest is setting up the players so the game can properly track players and points thus enabling the game to properly end.

Preconditions:

- The preconditions for this use case are listed below:
 1. The board has been set-up successfully so it can show the information of each player throughout the game.
 2. The difficulty level of the board is chosen by the players (since it affects the size and design of the board).

Postconditions:

- The preconditions for this use case are listed below:
 1. The board has been set-up successfully so it can show the information of each player throughout the game.
 2. The difficulty level of the board is chosen by the players (since it affects the size and design of the board).

Main Success Scenario:

- This success scenario is described for players both human, and automated. All players have to have assigned user names and an initialized number of chips in order to play the game. There has to be at least one human player and four players in total to play.

1. The user request to have a new game.
2. The system ask for the IDs of all human players.
3. The user then will enter their IDs as a string.
4. The system will then calculate the number of automated players (if any) based on the number of human players.
5. The system assigns user names to the automated players (if any).
6. The system then initializes the number of chips to zero for all players.
7. The system then will show the information (user name and number of chips) of each player on the board.

Alternative Flows:

- The points in the main success scenario where alternative flows may branch off goes as follows.
- Alternative Flow #1: ** The user chooses to load a game instead of making a new one, this would result in skipping changing line 1, as the game would already have the players names saved. In this case, the main success scenario is as follows:

1. The user requests to "Load a Saved Game"
2. The system loads up the saved game including all the data and information which have been save on it.
3. The system then will show the information (user name and number of chips) of each player on the board.

Special Requirements

- There are no special requirements for player data.

Exceptions:

- There are no exceptions for storing the player data.

Open Issue

- If two human players ID's are the same it could become confusing for players to identify their own score. Therefore we need some way to clarify this.