

# Use Case 1: Starting a New Game

**Primary Actor:** User

## **Interests & Stakeholders:**

- Player(s):
  - Computer AI: Will play the game according to the difficulty level selected by the user.
  - Human player: Will play the game according to the rules alongside the user.
- User: Wants to start a game of Can't Stop with human or computer AI opponents.

## **Preconditions:**

- The user has moved on from the home screen of the game to the make a new game screen
- The user is ready to start the game
- The can't stop game is already running on the computer

## **Main Success Scenario:**

- A new game is started by the user by clicking on the appropriate button
- The user selects whether they want to play against other players or the computer AI.
- The number of players which has to be between 2 and 4 is selected by the user.
- The difficulty level between Easy and Hard is chosen by the user.
- The number of players which has to be between 2 and 4 is selected by the user
- A new game has been started.
- The board, player pieces and dice are displayed.

**Postconditions:**

- The user has started a new game and is playing it or is finished playing the game.
- Player 1 starts the game by rolling the dice

**Alternative Flows:**

- An error message will appear and the user will be asked to choose the number of players, between 2 and 4, if they attempt to launch a new game without first choosing the number of players.
- The default difficulty setting will be set to Easy if the user tries to start a new game without selecting the difficulty of the computer AI.

**Exceptions:**

- An error will be shown if there are any problems within the game.

**Special Requirements:**

- Players will be notified via a signal when a turn is up.
- The game should record each player's score.

**Open issues:**

- What if the user has color vision deficiency and the game starts regularly?

## **Use Case 2: Solo Game with Easy Computer Players**

**Primary Actor:** Individual Player

### **Stakeholders and Interests:**

- User wants to play a solo game of Can't Stop and would like to play against computer players set at easy level.
- User wants to be able to save the game and resume it later.

### **Preconditions:**

- User has the Can't Stop computer game installed on their machine.
- User has started the game and has selected the two player mode.
- User has selected the second player to be the computer.
- User has selected the difficulty for the computer to be Easy.

### **Postconditions:**

- User has started a round of “can't stop” or has completed a game of Can't Stop against one computer player set to easy level.
- User has the option to save the game and resume it later.

- The game continues until the user reaches the end and wins, or the player decides to quit and save the game.

### **Main Success Scenario:**

- User starts the game and is ready to roll the dice to begin their turn.
- User is ready to make a move according to the rules of the game.
- User has the option to save the game and resume it later.

### **Alternative Flows:**

- If the user selects the wrong number of computer players or selects the wrong difficulty they can quit the game and correct their selection then start a new one.
- If the user accidentally closes the game, they can resume the saved game to continue playing.
- If the user needs to adjust the game's visual interface like the color, they can do so in the game's settings menu.

### **Exceptions:**

- If the user does not have the required software to run the game, they will need to install it before playing.
- If the user experiences technical difficulties with the game, they can seek help from the help document.

### **Special Requirements:**

- The game's visual interface must accommodate players with color vision deficiency.

**Open Issues:**

- What exactly does an easy difficulty level mean for the user?