

Set up a game

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to set up a game with pre-specified settings
- Computer system: wants to ensure that the gameplay is set up with the predefined settings defined by the player.

Precondition:

- Game application has been successfully booted up

Success Guarantee (Post Conditions):

- The user is able to see the expected specifications in the gameplay. The user is able to start with the gameplay.

Main Success Scenario:

1. The system provides the user with the options of creating a new game, continue from the previous saved game or to exit the game. [*Use Case Ends*]

2. The user selects create a new game to start a new game.
3. The system provides the user the options of selecting the number of human players. [*Alt1: Select only 1 human player*] [*Alt2: Select 4 human players*]
4. The user selects the number of human players for which he or she wants.
5. The system provides the user with two difficulty options to choose from, Normal or Extreme mode. [*Alt1: Select Normal mode*] [*Alt2: Select Extreme mode*]
6. The user selects the difficulty level that he or she wants
7. The system provides the user with the two options of selecting the color settings, Default or Altered color settings (Zesty/Elegant/Retro). [*Alt1: Select Default setting*] [*Alt2: Select Altered color setting*]
8. The user selects the color setting that he or she wants.
9. The system provides the user with two board options to choose from, Simple or Complex. [*Alt1: Select Simple board*] [*Alt2: Select Complex board*]
10. The user selects the board option that he or she wants.

11. The system provides the user with the options of enabling/disabling the hint setting. [*Alt1: Enable hint*] [*Alt2: Disable hint*]
12. The user selects the hint setting that he or she wants.
13. The system set up the gameplay with the predefined setting by the user. [*Use Case Ends*]

Alternatives

Alt 1: User creates a new game, wants only 1 human player, extreme mode, default color setting, played on a simple board, with hint setting enabled.

1. Resume at Step 3:
2. After Step 3: The user selects the option of having 1 human player.
3. After Step 5: The user selects extreme mode.
4. After Step 7: The user selects default color setting.
5. After Step 9: The user selects simple board.
6. After Step 11: The user enables hint setting.
7. Flow resumes at Main Success Scenario at Step 11.

Alt 2: User wants 4 human players, normal mode, altered color settings (Zesty/Elegant/Retro), played on a complex board, with hint setting disabled.

1. Resume at Step 3:

2. After Step 3: The user selects the option of having 4 human players.
3. After Step 5: The user selects normal mode.
4. After Step 7: The user selects one of the altered color settings.
5. After Step 9: The user selects complex board.
6. After Step 11: The user disables hint setting.
7. Flow resumes at Main Success Scenario at Step 11.

Exceptions:

- If at any time the system is unable to display options, start the gameplay or crash in the middle of selecting options, the system informs the user of the problem, attempts to reboot the program and the use case ends.

Special Requirements:

- Colors of the robots and board elements used must provide for the visually impaired (color blindness).

Open Issues:

- Is the difficulty level of the game based on the complexity of the board or the computer players?
- Does the difficulty level affect the game if the user chooses 4 human players?
- If loading a previous saved game is allowed, what type/format of the game file is being stored? And how is the file being stored ?