COMP-2005 Group 5 Project
4 other Brief Use Case Descriptions
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Select Number of Players:

The user selects a number from 1 through 4 that is provided at the Start screen of the game. The system verifies the number selected by the user and allows the user access to the number of robots requested. The remaining robots will be controlled by the computer.

Change Color Palette

The user selects a series of color options provided at the Start screen of the game. The user may choose Default, Zesty, Elegant, and Retro. The system will verify that the user has selected an option and will change the games color palette to the chosen one.

Change Difficulty

The user selects either Normal or Extreme difficulty that is provided at the Start screen. The game is set to Normal by default. If the user changes the difficulty, the system will verify the selected difficulty. Once the user begins the game, that is the difficulty any computer players will be set to.

Number of Rounds

The user may choose from 5, 10, 15, or 20 rounds to play the game. This option will be present at the Start screen. The system will verify that the user has selected an option. Once the user begins the game, there will be a counter in one of the top corners of the screen with the remaining amount of rounds left.