

Select number of rounds:

Primary actors:

- player

stakeholders and interests:

- player: wants to be able to select the number of rounds to be played before a winner is decided.
- System: needs to know the number of rounds selected by the player in order to know when the game ends.

Preconditions:

- Player selected option to start a new game.

Postconditions:

- Game starts with player set number of rounds

Main success scenario:

1. System provides user with option to choose number of rounds.
2. Users selects option to choose number of rounds.
3. System provides user with list of numbers of rounds. [Alt. user opts to cancel ending the use case]
4. User selects preferred number of rounds to play.
5. System requests user confirm choice.
6. User confirms choice. [Alt1. User cancels choice. Returns to step 3.]
7. System provides user with option to start the game.
8. User selects option to start game. [Alt. user cancels and ends use case.]
9. System starts game up with selected number of rounds. [use case concludes.]

Exceptions:

- If the user is unable to select the desired number of rounds but the game begins anyway then the default will be to start the game with 5 rounds.
- If the game crashes before the user selects the number of rounds the user is informed with an error message and the use case ends.

Open issues:

- What if the desired number of rounds the user wants to play is not an option?