

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.
4. User selects preferred number of rounds to play. [Alt. user opts to cancel ending the use case]
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?