Case #1: Select Number of Players

Primary Actor: User

Stakeholders and Interests:
- User: wants to select number of players to take part in playing the game
- Player: want to have access to controls in order to play game
- Game Developers: want players to be able to enjoy the game with friends
- Ricochet Robots Brand: wants video game adaptation to be successful so the Ricochet Robots name does not receive negativity

Preconditions: User is identified by the game

Success Guarantee (Postconditions): User has selected a number of user players from 1-4. Number of players selected has control during their turn in the game. Computer with play for the remaining number of players.

Main Success Scenario:
1. The user opens the game window
2. At the start menu, the user selects how many user players there will be playing the game
3. The game saves this information
4. User begins game
5. Upon start, the game will load the requested number of user players.
6. The game will load a number of computer controlled players for the remaining number of players not requested to be user players
7. If there are 4 user players requested, there will be no computer controlled players
8. Once game game has reached a win condition, game will end and return back to the start menu

Alternative Flows:
Alt1: User accidentally selects incorrect number of users
1. User has the option to exit the game and return to the main menu, begin at step 1

Exceptions: If at any time the user is unable to change the game difficulty but can begin the game, the game will start at a default of 1 user player and 3 other computer controlled players.

Special Requirements: Difficulty titles must be one easy to understand word so younger users may understand what it means

Open Issues:
- What if more than 4 players want to play the game at one time?
- What if the user wants to see 4 computer controlled players play against each other?

Case #2: Change Color Palette

Primary Actor: User

Stakeholders and Interests:
- User: wants to change the look of the game's color palette
- Player: wants to be able to easily see the games visuals despite any visual impairments, or view the game with different aesthetics
- Game Developers: want players to be able to enjoy the game without any restrictions
- Ricochet Robots Brand: wants video game adaptation to be successful so the Ricochet Robots name does not receive negativity

Preconditions: User is identified by the game

Success Guarantee (Postconditions): User has selected 1 of 4 available color options, Default, Zesty, Elegant, and Retro. Each one color besides default is designed to be viewed by players with different types of color blindness. Once done, the game will change its color palette to the selected color option.

Main Success Scenario:
1. The user opens the game window, which is in default color scheme
2. At the start menu, the user selects what color scheme will be used while playing the game
3. The game updates its color scheme
4. User begins game
5. Upon start, the game will load the requested number of user players.
6. The game will load a number of computer controlled players for the remaining number of players not requested to be user players

7. If there are 4 user players requested, there will be no computer controlled players
8. Once game game has reached a win condition, game will end and return back to the start menu
9. Color scheme will remain as selected unless the user changes it again

Alternative Flows:
Alt1: User accidentally selects incorrect color palette
2. User has the option to exit the game and return to the main menu, begin at step 1

Exceptions: If at any time the user is unable to change the game's color scheme but can begin the game, the game will start at the default color scheme

Special Requirements:
● Game's visuals must be of adequate size so assets are easily distinguishable
● Colors and sizes of texts must also be easily views but anyone that is visually imparied

Open Issues:
● Do we have color schemes that are helpful to as many audiences as possible?
● What if more than one player is visually impaired? (Change color palette based on whose turn it is?)