

Change difficulty:

Primary actors:

- Player

Stakeholders and interests:

- Player: wants to be able to select the difficulty of the game.
- System: needs to know the difficulty selected in order to setup the game appropriately.

Preconditions:

- Player selected option to start a new game.

Postconditions:

- Game starts at player's desired difficulty level.

Main success scenario:

1. System provides user with option to select game difficulty.
2. User selects option to choose game difficulty.
3. System provides user with list of game difficulty options.
4. User selects desired game difficulty. [Alt. User selects option to cancel, ending the use case]
5. System requests user to confirm choice.
6. User confirms choice. [Alt. user cancels choice. Returns to step 3.]
7. System provides user with option to start game at selected difficulty.
8. User selects option to start game. [Alt. user selects cancel, ending the use case.]
9. System starts game with the user choice difficulty. [use case concludes]

Exceptions:

- If the user is unable to select a desired difficulty and the game starts it will start at a default difficulty normal.
- If the game crashes before user selects the difficulty the user is informed with an error message and the use case ends.

Open issues:

- What does the change in difficulty change gameplay wise?
- If the game has no AI players does the difficulty change matter?