Actors and goals

Actor	Goals
Player (Primary)	Choose difficulty levels, Choose board settings, Save game, Load game, Pause game, Resume game, Choose color settings, Enable/Disable hint settings, Flip target chip, Choose number of robot moves, Select number of human players, Restart game, Move robot piece
Computer system (Supporting)	Keep track of moves, Record points earned by player, Countdown timer, Start/end gameplay, Record players' move selection, Select the lowest robot moves, Assign points to player, Apply barrier effect on particular color of the robot, Verify move is legal, Verify target chip match the symbol on the board, Reveal moves of each player, Display hint of each round, Deploy respective computer players based on difficulty levels chosen, Save the last checkpoint, Halt the execution from computer players, Restrict interaction of GUI from human players, Select the winner