

Use case: Players and Difficulty preference.

Primary actors:

Player(s)

Stakeholders and interests:

Player:

Able to specify how many human users and computer players should play the game (up to 4).

Ability to choose the difficulty of computer of AI player.

Programmers:

Making sure the AI player compete according to the difficulty level provided by the user.

Preconditions:

User launched the application successfully.

User selected the “New Game” option in menu bar which allows to select difficulty.

Success Guarantee (Postconditions):

The system successfully takes in the input and assigns the difficulty of the computer players as chosen by the user.

Main Success Scenario:

1. User selects number of computer players or human players.
2. System reads the provided data and provide the user with appropriate choices for preferences.
3. User is prompted with the option to select difficulty for every computer/AI player(s)(easy, hard). [Alt1: No computer players]
4. User selects the difficulty from the choices provided by the application.
5. The system displays the user choice.
6. The system asks user to confirm their choice and start the game.

7. The user confirms the choice. [Alt2: User goes back and change preferences]
8. The user is directed to the next panel for display options.
9. The game is started with the appropriate settings and user plays the game.

[Alt3: User wants to change the difficulty preferences during the game]

10. Use case ends.

Alternative Flows:

Alt1: No computer players

The application resumes main success scenario 8.

Alt2: User goes back and change preferences.

The application goes back to the success scenario 4.

Alt3: User wants to change the difficulty preferences during the game.

The application resumes at success scenario 1 and user selects the desired difficulty. (Starts a new game)

Exceptions:

Player tries to select difficulty option when there are no computer players provided, the game prompts “Option not applicable” pop-up message and redirects to the application window.

Special requirements:

Different difficulty options for every AI player.

Two difficulty choices for AI players.