

# Set Up a Game:

Primary actor: Player

Stakeholders and goals:

- Player-wants to start a game (or continue a saved game), wants to be able to pick number of human and computer players and assign names, be able to choose difficulty, choose a theme and wants to be able to play the game with the mentioned settings.

Preconditions:

- Player must have successfully launched the application.

Postconditions:

- Player must be at a game as chosen(saved or new) with the selected options.

Main Success Scenario:

1. The Game provides the player with the option to start or continue a game.
2. The player chooses to start a new game. [Alt1: continues a previously saved game]

3. The player chooses the number of players and computers(Since the game can be played by up to 4 people).
4. The system asks to enter the names of the number of players chosen.
5. The player then enters all the names.
6. The player chooses the difficulty (easy or hard).
7. The player is presented with options for themes and then they choose the theme of pieces (To accommodate for potential color deficits by using symbols or markings on the pieces).
8. The Game is set up with the chosen theme and the names of the players are displayed.
9. The player(s) starts playing the game.
10. The winner is announced when the game is over.[Alt2: The player quits or saves the game]
11. The player is taken back to step 1 where they can start a new game.

#### Alternative Flows:

Alt1: continues to play a previously saved game.

The player simply chooses to load previous game, and the set-up steps are skipped, and the game is resumed

from where it was last left off with the pieces in their respective places.

Alt2: The player quits or saves the game.

The player can quit the game at any point before ending and is given the option to either quit or save the game before leaving.

Exceptions: If the player tries to load a previous game when it was not saved, the game informs the player that nothing was saved while redirecting them to start a new game.

Special Requirements: The pieces need to have themes that accommodate for the color blind, this is fulfilled by allowing an option with patterns or symbols on the pieces.