Use Case	Description
Obtain Hints	When user choose the button called hints, computer shows all the possible location that they can lay the pieces at maximum 3 times every game.
Choose difficulty	When user choose man-machine counteraction game mode, user can choose three difficulty modes' AI before they start the games
Saving and continuing the games	Current game data can be stored manually or automatically (autosave when game collapse)user can choose if they want to continue recorded game or start a new game when they restart the games.
Select the number of users and colours	Users choose how many human players and AI players join in games (no more than 4 totally). After they choose the number of human players, computer provide four colours for human players to choose.
Display score	Computer calculate scores whenever players lay the pieces and display it. the highest score is displayed by different eye-catching colour