

Use Case: Choose Difficulty and color

Primary Actor: player

Stakeholder and interests:

Player: Wants to choose how many human and AI player join the game

Wants to choose game difficulty (easy, medium and hard) for AI players

Other players: wants to join in the game

Preconditions: The player has assessed to the game and press button "new game".

Success Guarantee: A new game be created, a specific number of human players and AI players (every player has their color) join in the game.

Main Success Scenario:

1. user wants to start a new game
2. the system displays the selection interface which allows user input how many human players and AI Players they want to choose. This interface also displays four colors that player can choose (Alt1: the number player input is more than 4 or equal 0)
3. the system create a pop-up window for the human player to choose their color (Alt2: it is for AI player's turn to choose color)
4. After choosing the color in the pop-up window, the user confirms it.
5. selection interface display every player name and their color, user confirm it
6. the system initiates a game

Alternative Flows:

Alt1: the number player input is more than 4 or equal 0

1. system give player notification that total number of players can not more than 4 or equal 0
2. system clear the number player has input and let player input again
3. flow resumes at main success scenario 2

Alt2: it AI player's turn to choose the colour

1. user help AI player to choose the colour
2. user choose the difficult level AI player have (easy, medium and hard)
3. user confirm the selection
4. flow resumes at main success scenario 5

Exception:

if the user does not press start game after every player chooses the color, the system will wait 3 mins and then cancel this game automatically. The system comes back to the initial interface.

Special requirements:

Three different AI algorithm to support human-computer fighting at different difficulty levels.