|  |  |
| --- | --- |
| **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’ Al 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 Al 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 |