

Use Case #1(Intiante a Game)

Fully Dressed

Primary Actor: User(Human Player)

Stakeholders and Interest:

- User(Human Player) : is able to choose the difficult level in case plays against computer system and also chooses the number of players.Player is also able to select colour. Players can resume the game
- Other Users(Human PLayer) :will also be able to choose colour
- Computer System:Gets a random colour.

Precondition: User opens the game.

Postcondition(success guaranteed) :

- User gets their desired colour .
- User has to start by placing their colour of blocks in the corner of the board.
- The game could be resumed.

Main success scenario:

- 1)User opens the game.
- 2)After opening the game user gets the chance to select the number of players.
- 3)User selects two players.
[Alt1:Three players][Alt2:Four players]
- 4)The players takes their set of 21 pieces on the desired colour.
- 5)Three difficulty levels of the game could be chose by users.
- 6)User starts the game.

Alternative Flows:

Alt1:Three players

- 1)User selects three players.
- 2)There might be one user other two might be other users or other than the user one might be other user and third player might Computer System.
- 3)The players takes their set of 21 pieces on the desired colour.
- 4)Three difficulty levels of the game could be chose by users.
- 5)User starts the game.

Alt2:Four PLayers:

- 1)User selects two players.
- 2)There can be one ,two or three other users depending on the User's choices and computer takes control over the other players depending on the number of users playing.
- 3)The players takes their set of 21 pieces on the desired colour.
- 4)Three difficulty levels of the game could be chose by users.
- 5)User starts the game.

Exception:

- If there are three players every player controls the fourth colour chances alternatively
- If there are two players two colours are controlled by each player.

Special requirement:

- One of the players have to be user.
- There have to be two players.

Open item:

- Can one user continue playing if the other user quits?