# Setup The Game

**Primary Actor:** Player

**Stakeholders and Interests:**

Player: wants to choose the number of human and computer players, wants to set the difficulty of computer players, wants the ability to see a game rule book, wants the ability to load a saved game, wants to change the color palette of the game.

**Success Guarantee (Postconditions):**

The game is initialized or loaded, the type of players is set to either human or computer, the difficulty level for each computer bot is set, randomly a turn is selected and turn order is generated and board is set up with selected colors and visible to the player. The user preforms the action to being the game.

**Main Success Scenario:**

1. The system prompts the user to select the number of humans and computer players. *[Alt 4.1: 4 human players are selected]*
2. The system asks for the name of the human player.
3. The system prompts the user to select the difficulty of each computer opponent. [*Alt 4.2: Closes the computer difficulty selection prompts*]
4. The system prompts the user to select the default color palette or vision deficiency option. *[Alt: 4.3 Close the color selection dialogue box]*
5. The system records the selection.
6. The system set up the game according to the color palette selected.
7. The system randomly picks the player and display the turn message.

**Alternative Flows:**

*Alt 4.1: 4 human players are selected*

1. Flow skips step 4 and resume at step 5.

*Alt 4.2: Closes the computer difficulty selection prompts*

1. Reopen the prompt and flow continues at step 4

*Alt: 4.3 Close the color selection dialogue box*

1. The default color palette is selected.
2. *Flow resumes at step 6.*

Exceptions:

·        If at any point the system is unable to move to the next step an error message will be displayed, and the player will be returned to the main menu.