

Set Bot Difficulty

Primary Actor: Player

Stakeholders and Interests:

Player: wants to select the difficulty of the computer players for play with less than 4 human players.

Pre-condition:

The player has started the game.

Player has selected to play with less than 4 human players.

Success Guarantee (Postconditions):

The player can play against computer players of their selected difficulty.

Main Success Scenario:

1. The system displays a window with the available difficulty level selections for the number of computer players that was previously selected.
2. The player selects the difficulty level for each of the bots.
3. The player selects the option to start the game.
4. The system sets the difficulty of each bot to the choice of the player.
5. The system starts the game with the computer players of the chosen difficulty.

Exceptions:

- If the game is exited while in the window/