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 colour palette of the game.

Success Guarantee (Postconditions):

The game loads successfully. The four players are set to either human or computer. If any computer players are present the difficulty level is set. A random player is chosen to go first. The board is setup with selected colour scheme. The game can begin.

Main Success Scenario:

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

Alternative Flows:

Alt 1: 4 human players are selected

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

Alt 2: Closes the computer difficulty selection prompts

1. Reopen the prompt and flow continues at step 4

Alt: 3 Close the colour selection dialogue box

1. The default colour 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.