

Set Up a Game

Primary actor: Player

Stakeholders and Interests:

- Players: want to play the game and have fun, potentially winning.
- Family Members/ Parents: a safe and fun environment for their family or children
- IT: the system smoothly starts a game and has little trouble with maintaining code
- Kingdomino investors: the game does not break any rules and does harm their image

Preconditions:

- Application running and ready for set up

Postconditions:

- The system has correct set up the game with the users desired settings and the game is ready to commence

Main Success:

1. The user chooses to start a new game
2. The system provides the user a choice of how many players, along with the amount of computer players and their difficulty
3. The user selects the number of players and computer player difficulty if selected
4. The system provides a list of accessibility options
5. The user selects which options they desire for that game
6. The system adjusts for desired accessibility options selected
7. The system displays the game board and displays a choice of coloured king/castle pieces to the user
8. The user(s) choose which colour pieces they'd like
- 8.5 The system randomly gives a colour to the computer player(s) from the remaining colours
9. The system provides each player their castle piece and places it in the players kingdom
10. The system shuffles the board pieces and places the stack face down on the board
11. The system places three or four* board pieces face up in ascending order on the playing field
12. The system randomly picks a user to place their king piece on their desired face up piece, do this one at a time until all kings are on the board pieces in the playing field
13. The system repeats step 11 choosing pieces from the top of the stack and placing them face up in the playing field in ascending order
14. The game has now been set up and is ready to begin play

*The number of board pieces is determined by the number of players

Exceptions:

- A user decides to close the application, use case ends

Special Requirements:

- The system should accommodate for the visually impaired