

Use Case: Choose number of players

Summary: The user can select the number of plays for the game.

Priority: High

Includes: Select Options.

Participants: The player.

Normal flow of events

The player increases number of players.

	Actor	System
1.		"<select players>" is colored.
2.		Default number of players is selected to 2.
3.	The player presses the right-key to <u>increase number</u> of players. The key is pressed two times	
4.		Selected number of players changes to 4.

Alternative flow of

The player decreases the number of players to one.

	Actor	System
1.		"<select players>" is colored.
2.		Default number of players is selected to 2.
3.	The player presses the left-key to decrease number of players. The key is pressed once.	
4.		Selected number of players changes to 10.

Alternative flow of

The player increases number of players and then decreases the number.

	Actor	System
1.		"<select players>" is colored.
2.		Default number of players is selected to 2.
3.	The player presses the right-key to <u>increases number of players</u> . The key is pressed twice.	
4.		Selected number of players changes to 4.
5.	The player presses the left-key to <u>decreases number of players</u> . The key is pressed once.	
6.		Selected number of players changes to 3.

Alternative flow of

The player doesn't want to change the number of players.

	Actor	System
1.		"<select players>" is colored.
2.		Default number of players is selected to 2.
3.	The player is content with this number and <u>moves forward</u> to the next option by <u>pressing the down key</u> .	