< Player vs AI >

Use-case Specification:<Start the Game>

版本 <0.3>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Description** |
| 2021/09/ | 0.1 | First draft. | ChenHan Group |
| 2021/11/10 | 0.2 | Update after Elaboration iteration. | ChenHan Group |
| 2021/11/21 | 0.3 | Finish all documents | ChenHan Group |
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Use-Case: < Player vs AI >

**Brief Description**

Player plays Gobang with the AlphaXiu AI.

**Actor Brief Descriptions**

Player: An player is a user who want to use this game system

**Preconditions**

Player starts to use this game system.

**Stakeholders and Interests:**

1. Players can access quick responses and feedback from game system.

**Basic Flow of Events**

1.Player choose the player vs AI game mode.

2.The player choose whether to fall first or later.

3.Game system load game resources

4.Game system initialize the game checkerboard.

5.Game system generatres the game data.

6. Player or AI fall one after another.

# The use case ends.

**Alternative Flows**

1a. Player start a new game.

1. Game system load game resoureces
2. Game system load the game data.

**Post-conditions**

The game run successfully.

**Special Requirements**:

none

**Technology and Data Variations List:**

Mouse control

**Frequency of occurrence:**

It only happens when the player want to play this game with player vs AI mode.

**Miscellaneous：**

none

# Derived requirements

None