

Use Case Description: Set Up a Game

Primary Actor: Player.

Stakeholders and Interests:

- Players want to play the game to win and to have fun.
- Game developers want to ensure the game is set up perfectly.

Precondition:

- Player needs to select a new game.

Success Guarantee (Postconditions):

- Player one is successfully selected by the system.
- There will be at least two players in total regardless human or computer.
- Each player will have different coloured cones.

Main Success Scenario:

1. The user selects a new game.
2. The system provides the user different options such as difficulty levels, settings, start a new game, resume a game, and exit application. *[Use Case Ends]*.
3. The user selects the difficulty level.
4. The user can enter his or her name and can select the color of the marker.
5. The system provides default name to the users if they don't enter their names (e.g., player1, player2) *[Alt1: User will get default name]*
6. The user adds the number of players (2-4) and chooses whether the player is an AI or an actual player.
7. The system provides game rules to ensure that the user understand how to play.
8. If user does not understand any rule of the game, he or she can always go back to the instruction manual. *[Alt2: User is allowed to review the rules]*
9. The system selects the first player randomly and allows him or her to take his or her first turn.
10. The game starts, the user can roll the dice, make moves, and play the game.

Alternative:

Alt1: User will get default name

1. The system provides default name to the users if they don't enter their names (e.g., player1, player2)

Alt2: User is allowed to review the rules

1. If user does not understand any rule of the game, he or she can always go back to the instruction manual.

Exceptions:

- If the system fails to create a new game, it will let the user know what went wrong and give them the option to try to create the game again.

Special instruction:

- UI and instructions should be clear and easy to understand.

Open issues:

- If the user doesn't select the name before the start of game, he or she won't be able to do it once the game has been started.