# Adding players to the game:

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: wants to add more players and save their names.
- Game developers: want the system to accurately record the player's information and fill in four players for the gameplay regardless of how many human players there are.

**Preconditions:**

- The player is creating a new game.

**Success Guarantee (Postconditions):**

- The game has at most four players (including AI players) and at least one human player.

**Main Success Scenario:**

1. The user requests to set up a new game.
2. The system allows the user to add players by putting their names.
3. The user chooses a name for the player who will represent them in the gameplay. *[Alt1: No Name Chosen]*
4. The user enters the player into the game.
5. The system records the player's name and adds the player to the game.
6. The system checks if the user is eligible to add more players *[Alt2: User is not eligible to add more players due to reaching maximum number of players]*
7. The system provides the user with the opportunity to add or remove players.
8. The system allows the user to start the game.
9. The user decides to start the game. *[Alt3a: User decides to remove a player] [Alt3b: User decides to add more players]*
10. The system checks the number of players and puts in computer players if needed.
11. The system creates and starts the game.

**Alternative Flows:**

*Alt1: No Name Chosen*
   1. The system gives a default name for the player.
   2. Flow resumes at Main Success Scenario Step 5.

*Alt2: User is not eligible to add more players due to reaching the maximum number of players.*
   1. Flow resumes at Main Success Scenario Step 8.

*Alt3a: User decides to remove a player.*
1. The system removes the last player added to the game.
2. Flow resumes at Main Success Scenario Step 7.

*Alt3b: User decides to add more players.*
1. Flow resumes at Main Success Scenario Step 3.

**Exceptions:**

- If the system cannot add all the chosen players at any time, then the system notifies the user.

**Special Requirements:**

- Each player that are added should have different marker color.
- The system should add in A.I players to fill and maintain four players before creating the game.

**Open Issues:**

- If there are two players with the same name, how would the system notify the corresponding players about their turn?