Selecting game players:

Primary Actor: Player

Stakeholders and Interests:

* Player: wants to save their name and participate in the gameplay.
* 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 has started a new game.

**Success Guarantee (Postconditions):**

**Players are aware that their name has been saved for the current gameplay.**

**Main Success Scenario:**

1. The user requests to create a new game.
2. The system allows the user to select the name of the player.
3. The user chooses a name for the player representing them in the gameplay. [Alt1: No Name Chosen]
4. The system records the player’s name and allows the user to add more players. [Alt2: User cannot add more players]
5. The system allows the user to start the game.
6. The user decides to start the game. [Alt3: User wishes to add more players]
7. The system checks the number of players and puts in educated players if needed.
8. The system brings the player to the gameplay.

**Alternative Flows:**

Alt1: No Name Chosen

1. The system informs the user that they must select their name to start the game.
2. Flow resumes at Main Success Scenario Step 2.

Alt2: User cannot add more players.

1. The system informs the user that there is only room for up to four players.
2. Flow resumes at Main Success Scenario Step 5.

Alt3: User wishes to add more players.

1. Flow resumes at Main Success Scenario Step 2.

**Exception:**

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

Special Requirements:

* The user should put a different name every time they try to add a user.
* There should be at most four players at any time.

Open Issues:

* What should I write?