Adding players to the game:

Primary Actor: Player

Stakeholders and Interests:

* Player: wants to save their name and play the game.
* 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 system has at least one human player and four players (including computer players).**

**Main Success Scenario:**

1. The user requests to create 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 representing 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 provides the user with the opportunity to add more players. [Alt2: The system cannot add more players]
7. The system allows the user to start the game.
8. The user decides to start the game. [Alt3: remove players]
9. The system checks the number of players and puts in computer players if needed.
10. 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: The system cannot add more players.

1. The system removes the option for adding more players.
2. Flow resumes at Main Success Scenario Step 7.

Alt3: User wishes to remove a player.

1. The user decides to remove a player from the game.
2. The system removes the last player added to the game.
3. Flow resumes at Main Success Scenario Step 6.

**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?