

Primary Actor – Player

Stakeholders:

1. Player -: Wants to start a new game, move pieces to the desired locations, save a game, select difficulty levels, select the theme for the game and exit the game at a desired time. Wants the game to accommodate disabilities without hindering the quality of gameplay. Wants to add other players who have the same requirements as stated above. Each player/Players want to compete against a required number of machine players such that 4 players would be there in total.