USE CASE 1: Initiate a Game <u>NewGameMenu</u> <u>MainMenu</u> <u>Game</u> <u>Player</u> **Board** Actor User selects new game MainMenu creates NewGameMenu obj NewGameMenu is displayed to user User selects number of players from menu numOfPlayers is set User selects difficulty from menu difficulty is set User selects start from menu Game(int numOfPlayers, int difficulty) create player objs with Player(String colour, String name) Add new player objs to players ArrayList in game Games startGame() function is called which creates a new Board obj board.drawBoard() game board is open and user is given a opportunity to place a piece