# Initiate a Game

**Primary Actor:** Player

**Stakeholders and Interests:**

> **Player:** Wants to start a game of Blokus against computer opponents. The player wants to control the number of and difficulty level of the opponents.

**Preconditions:**

> One human user and a computer capable of running a Java application.

**Success Guarantee:**

> Game starts correctly; The difficulty is set, each player has a colour, and the board is drawn. The first player can take a turn.

**Main Success Scenario:**

1. The user requests a new game.
2. The user selects number of players.
3. The user selects difficulty level.
4. The system determines games rules based on number of players. (Two, three, or four player rules).
5. The system creates computer players.
6. The system assigns a colour to each player. *[Alt1: 2 or 3 players]*
7. The system determines turn order. *[Alt2: 3 players]*
8. The system draws the game board.
9. The system asks first player to take a turn. *[Use case ends]*

**Alternative Flows:**

*Alt1: 2 or 3 players:*

1. In the case of two players the system will assign each player two colours. In the case of three players the last colour will be unassigned.

*Alt2: 3 players:*

1. The system will alternate control of the fourth colour between each player in turn order.

**Exceptions:**

- The user at any time terminates the program.

**Special Requirements:**

- User should be able to enable or disable hints.

- User should be able to enable or disable vision impairment settings.

**Open Issues:**

- Differentiating between players and control of a colour.