Primary Actor: Player

Stakeholders and Interests:

Player: Wants to pick between 1-4 players that can participate in the game

Preconditions:

Player starts the game.
Success Guarantee (Postconditions):

Player is aware of the amount of players currently in the game and how many computers auto-filled the game.

Main Success Scenario:

The player chooses from a drop down menu how many players they want in the game.
The system then generates 0-3 computers to play the game.
The system displays how many players and computers are participating.


Open Issues:

What if they did not want the maximum of 4 players?