

Use case description : Save and Quit

Primary actor:

- User

Stakeholders and interest:

- User: Quit in the midst of a game and save it for later

Preconditions:

- User must initiate the game by following the instructions
- User must select the number of players and level of difficulty
- The board must be loaded

Postconditions:

- System saves the game by storing data of the current position of all pieces on the board and exits the game

Main success scenario:

1. User is in an ongoing game
2. The system displays the option to Quit the game in the interface
3. User selects Quit game
4. The system retrieves the list of options available and displays them to the user.
5. User selects "Yes". (Alternative flow 1 and 2)
6. The system records the selection and saves the game by storing data of the current position of all pieces on the board
7. The system terminates the game

Alternative flows:

User selects "No"

1. The system does not store any data of the current game
2. The system terminates the game

User selects "Cancel"

1. The system closes the option that allowed the user to choose if they wanted to save the game before exiting
2. Use case ends

Exceptions:

- If at any time the system fails to retrieve or record the details while quitting the game, the system informs the user of the issue and the use case ends

Special requirements:

- Choose a color scheme so that it is easy for people with color deficiency to read

Open issues:

- Make sure the system records or does not record data of the current game based on the user's selection
- Make sure the system goes to the game if the user selects "Cancel"

Use case description - Select Players

Primary actor:

- User

Stakeholders and interests:

- User: Wants to pick between 1-4 players to participate in the game

Preconditions:

- User follows the given instructions and initiates the game

Postconditions:

- User is aware of the number of players in the game

Main success scenario:

1. User initiates the game by following the instructions
2. The systems displays the option to “Start new game”, “Resume game” and “Exit game”
3. User selects “Start new game”
4. The system retrieves the list of how many computer players can play
5. The system displays a drop down menu and the user selects an option
6. The system records and generates a game with 1-3 computer players to play the game

Exceptions:

- If at any time the system fails to retrieve and display the drop down menu to the user or record the users selection, the system informs the user about the issue and the use case ends

Special requirements:

- The drop down menu from which the user selects the number of players must have a color scheme so that it's easier for color deficient users as well

Open issues:

- Making sure that the system records the user's selection and generates a game with that many players