

### **Primary Actor:**

- Human

### **Stakeholders and Interests:**

- Human: Want to start the game by following given instruction

### **Preconditions:**

- Human must follow the instructions on how to start the game

### **Postconditions:**

- Human must select number of players
- Human must select difficulty level

### **Main Success Scenario:**

- User opens the game using given instruction
- The system displays Start new game, Resume game and Quit dialogue boxes respectively
- The user selects Start new game
- The system retrieves the list of how many players can play and displays the list to the user
- The system provides the user with the opportunity to select numbers of player
- The user selects an option
- The system records that, retrieves the list of strategy settings and displays the list to the user
- The user selects a strategy

- The system records that and displays the game board to the user

### **Alternate Flows:**

- The user selects Resume game
- The system retrieves last stored positions of the pieces on the board and displays the board to the user
- The user selects Quit
- The system terminates the program

### **Exceptions:**

- If at any time the system is unable to retrieve, record or provide details during starting the game, then the system informs the user of the problem and the use case ends

### **Special Requirements:**

- Colors of pieces used must provide - or be able to provide - for the visually impaired (e.g. color blindness)

### **Open Issues:**

- The game fails to retrieve last stored data for resuming the game
- System fails to record and retrieve data for any selection through starting the game