Use Case: Can't Stop Board Game - Change Difficulty

Primary Actor: The player(s) of Can't Stop board game

Stakeholders and Interests:

- Players(Users): interested in changing the difficulty level of the game to provide a new challenge or make it easier to play.

Preconditions:

1.The Can't Stop board game is set up and ready to play

2.The players are aware of the current difficulty level of the game.

Postconditions:

1.The difficulty level of the game has been changed based on the User's preference.

Main Success Scenario:

1. The User(s) decides to change difficulty mid game and proceeds to access the change difficulty menu.
2. The System provides the User(s) options for changing difficulty settings. *[Alt1: All the players are human].*
3. The User(s) select the desired difficulty level for the computer player(s).
4. The System adjusts the desired difficulty level requested by the User(s).
5. The User(s) continue playing the game with the new difficulty level.

Alternative Flows:

1.The User(s) access the change difficulty menu but all the players are human.

Expectations:

- The User(s) should be able to easily adjust the difficulty level without affecting the game setup or rules.
- The game should still be enjoyable and challenging for the User(s) after changing the difficulty level.

Special Requirements:

- The game manual or rule book should clearly outline how to adjust the difficulty level.
- The game board and pieces should allow for adjustments to the difficulty level.