

Primary Actor:

Human User

Stakeholders and Interest:

User: Wants an interactive and entertaining gaming experience. Can play the game alone with single or multiple computer players, or with other human users.

User's Parents: Wants the game to be simple in complexity and at the same time keep their child engaged.

Preconditions:

The user should have the game installed on their device.

Postconditions:

The player(human or computer) is able to start playing the game.

Main Success Scenario:

1. The user opens the game which directs them to the main menu where he/she is prompted to choose between "Start New Game" & "Resume Saved Game".
2. Then the user needs to select whether he/she wants to play 2, 3, or 4-player mode.
3. After that, the user is asked to choose the difficulty level between "Easy" & "Hard".
4. Finally, the user chooses the colour of the cones he/she will be playing with.
5. After making all four choices the user will be able to start the game.

Alternative Flows:

- A. Instead of finishing the game in one session, the user can save their progress and resume later.
- B. i) If the user chooses "Resume Saved Game" but no game is currently saved, it shows an error message and gives the player the option to start a new game instead.
ii) If the user chooses "Resume Saved Game" and a game is already saved they can resume the game and need not make any choices about the player numbers, difficulty, or piece colour.
- C. If the system fails, the program will shut down and the user has to start a new game or can resume their previously saved game.
- D. If the user doesn't know the rules of the game they will have an additional help icon on the main menu which directs them to a page that contains a detailed explanation of the rules of the game.

Special Requirements:

1. Make the game playable for people with vision deficiency and do it in a way that avoids stigmatising them.

Open Issues:

1. Compatibility with different devices.
2. Somehow make the system auto-save the user's progress after every turn.

