

**Use Case:** Choose Display

**Primary Actor:** Player.

**Stakeholders and Interests:**

- ❖ Player: wants to play the game of Blokus
- ❖ Computer Player: wants to play game against human player/players.
- ❖ Developers: wants to maintain the game and make changes.

**Pre-conditions:**

- ❖ Game interface must be running.

**Success Guarantee (Post-condition):**

- ❖ Player/Players can choose game options before playing a game.

**Main Success Scenario:**

1. Player clicks anywhere on the interface to begin.
2. A menu of options is presented to the player.
3. A player can select difficulty. [Alt2: *Difficulty Menu*]
4. A player can select number of players from a dropdown list.
5. A player can select Color Blind mode. [Alt2: *Toggle on*]
6. Use Case Ends.

**Alternative Flows:**

Alt1: *Inactivity.*

1. A player does not click the interface
2. Use Case Ends.

Alt2: *Difficulty Menu.*

1. The player chooses Easy.
2. Easy difficulty is selected.
3. The player chooses Medium.
4. Medium Mode is selected
5. The player chooses Hard.
6. Hard mode is selected.

Alt1: *Toggle on.*

1. The player chooses the color-blind mode.
2. Color Blind Mode is activated.

**Exception:**

- ❖ If at any time the game is unable to select options or display options, the system attempts to record such system failure and the use case ends.

**Use Case:** View Rules.

**Primary Actor:** Player

**Stakeholders and Interests:**

- ❖ Player: wants to play the game of Blokus
- ❖ Computer Player: wants to play game against human player/players.
- ❖ Developers: wants to maintain the game and make changes.

**Pre-conditions:**

- ❖ Game interface must be running.

**Success Guarantee (Post-conditions):**

- ❖ Player can revise the rules of the game before playing.

**Main Success Scenario:**

1. Player selects help in the upper left corner of the interface.
2. A drop-down menu is displayed with options.
3. The player selects the “Rules option.
4. The rules of the game appear in a new window.
5. The player navigates through the rules by clicking the next button. [Alt1: *Exit Rules*]
6. Use Case Ends.

**Alternative Flows:**

Alt1: *Exit Rules*

1. The player clicks the X button on the window
2. The rules window is terminated and use case ends.

**Exception:**

- ❖ If at any time the game is unable to select options or display options, the system attempts to record such system failure and the use case ends.

**Special Requirements:**

- ❖ Color and Text Font of the rules should be clear and visible. (e.g. for people with difficulties reading fine prints)
- ❖ Instructions should be easy to follow and comprehensible.