Use Case *Initiate a Game*

Primary Actor: Player

Stakeholders and Interests:

- *Player:* Rejoice.

- *Mark Hatcher*: wants to ensure that the players are satisfied with the game.

Preconditions:

- The start button has been pressed.

Postcondition:

- Player/Players can take a turn determined by the order of color chosen.

Main Success Scenario:

1. The system provides an option to select the number of players.

2. The user selects the number of players. (Options are 1,2,3,4)

3. The system provides the possible combination of CPUs that can be played based on the number of players selected.

4. The user selects the number of CPUs.

5. The system provides an option to select the difficulties of the CPUs. (Easy, Medium, Challenging)

6. The user selects the difficulty of the CPUs.

7. The system provides an option to randomize the colors of the players.

8. The user selects to choose their own colors.

   a. **Alternate Flow 1** [User opts to play with random colors].

9. The user clicks on the button that takes him to the color selection menu.

10. The system provides a new window to select the colors wanted.

  b. Alternate Flow 2 [Click on back button]

11. The user/ users select the color of their pieces.

12. The user clicks on the button to start the game.

13. Game starts.

Alternative Flows

Alternate Flow 1: User opts to play with random colors

  1. Flow resumes at main success scenario step xiii.

Alternate Flow 2: Click on back button

  1. Flow goes back at main success scenario step vii.

    ○ Data of the options selected is saved.

Exceptions:

- If at any point the game closes or it is closed , the game exits and does not save data.

Special Requirements:

- The selection of colors screen will represent the colors with a different texture for any color vision deficient user.

Open Issues:

- Should we allow a game of 3?

- After user selects the back button on alternate flow 2, we are considering whether we want to save the data or not.

- Scoring?