Use Case *Initiate a Game*

Primary Actor: Player

Stakeholders and Interests:

- *Player:* The player is interested in initiating a game according to his/her preferences.

Preconditions:

- The user has started the game.

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 system provides a new window for the user to select their desired color's of the pieces.
    b. **Alternate Flow 2** [The user decides to go back]
10. The user/ users select the color of their pieces.
11. The user starts the game.
12. Game starts.

Alternative Flows

Alternate Flow 1: User opts to play with random colors

1. Flow resumes at main success scenario Step12.

Alternate Flow 2: The user decides to go back

       1. Flow goes back at main success scenario Step7.

Exceptions:

- If the system is unable to proceed, it crashes down and the report is sent to the developers if the user has an active internet connection.

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?