

Primary Actors

- The User/Player(s)

Stakeholders & Interests

- Instructor Mark Hatcher
- Teaching Assistant Mushfiqus Salehin
- Other groups

Preconditions

- The user has an appropriate way to provide input
- Saved game files exist to be able to load a previously saved game

Postconditions

- A game board is displayed.
- A user-selected amount of human and computer players are in the game.

Special Requirements

- Different colours and sizes of text fonts are provided for the visually impaired (colour blindness)
- Correct settings are displayed when game state has been loaded or created.

Main Success Scenario (Set up a game)

1. The system provides an intro screen, prompting the user to either start a new game or load a previously saved game
2. The player elects to start a new game {alt 1: player elects to load a previously saved game}
3. The system provides a selection of potential numbers of players in the game
4. The player selects a desired number of players
5. The system provides the player with the option to play versus the computer(s) or not
6. The player(s) selects if they want to play versus the computer(s) {alt 2: player elects to play with only humans}
7. System provides the player with a choice of how many humans are playing out of the number of desired players.
8. The player selects how many human players are playing
9. The system provides the opportunity for the player to select the difficulty of each computer player(s).
10. The user selects the difficulty of the computer player(s)
11. System provides the opportunity for the player(s) to input their names
12. The player(s) elect to input their names
13. System provides the player(s) to choose a color for their stones out of a list of colors
14. Each player elects to choose a color for their stones
15. The system provides the player(s) with the opportunity to start the game or restart the set up
16. Player elects to start the game [Alt 3:player elects to restart the setup of the game]

17. The system loads up the game with desired options

Alternate Cases

Alt 1: User elects to load a previously saved game

1. The system provides the user with a list of previous saved games
2. The user selects which saved game they'd like to continue
3. Flow resumes at main success scenario step 15

Alt 2: User chooses only humans

1. Flow resumes at main success scenario step 11

Alt 3: User elects to restart game setup

1. Flow resumes at main success scenario step 1