

Primary actors and goals

User	Goals
Human player	<ul style="list-style-type: none">• Main goal: Play and win the game by having the highest total score after all 10 rounds of play.• Sub goals:<ul style="list-style-type: none">- Start a new game (save the game & resume later if needed)- Setup the game by selecting player count and computer strength.- Enter a name and pick a color for their stones.- Make moves (place stones on the board) based on game rules- View the current game state- View game rules and instructions- Enable accessibility options (e.g., color vision modes)
Computer player (Easy Mode)	<p>Offer basic challenges to the Player by following a basic, rule-based approach:</p> <ul style="list-style-type: none">- always make a valid move on the board during its turn.- respect placement constraints and not break any game mechanics.- consider human (or other computer) moves and adjust its strategy.- Ensure the basic algorithm used is easy
Computer player (Hard Mode)	<p>Make more strategic, optimized moves based on game logic (in addition to the Easy Mode strategy):</p> <ul style="list-style-type: none">- Place stones in ways that generate the highest possible score.- Actively builds long rows to maximize score multipliers.- Identifies and disrupts human players' attempts to build high-scoring rows.- Adjusts its strategy based on the current board layout and remaining rounds.
Human with colour vision deficiency	<p>Be able to play with the same functionality as human player by enabling accessibility options (symbol-based stones, color changing/high contrast layout)</p>