

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	Be able to play with the same functionality as human player by enabling accessibility options (symbol-based stones, color changing/high contrast layout)