

Setting Up the Game

Primary Actor: Player

Stakeholders and Interests:

- Players: want a simple gaming experience, want a starting square, want to pick a castle and matching king meeple, don't want any failures or errors during the process

Preconditions: System provides options to start a new game, load a saved game, change theme, view instructions or quit the game and the player starts a new game

Success Guarantee (Postconditions): Playing initial round

Main Success Scenarios:

1. The system provides options to start a new game, load a saved game, change theme, view instructions or quit the game.
2. The user requests from the system to start a new game. [Alt1: Load a saved game][Alt2: Change Theme]
3. The system provides the options for choosing the number of players
4. The user chooses the four player mode.[Alt3: Two player mode]
5. The system asks the user for the number of human players.
6. The user chooses one human player.[Alt4: More than one player]
7. The system provides the user with an option of choosing between easy and hard levels.
8. The user chooses the easy level. [Alt5: Hard level]
9. The system asks the user for confirmations of all the game settings.
10. The user confirms all the game settings. [Alt6: Go back]
11. The system asks the user for the name and choice of color.
12. The user chooses a color and a name.
13. The system provides each player with a starting tile, matching castles and king meeples and displays the game board. [Use Case Ends]

Alternative Flows:

Alt1: Load a game

The system loads a saved game. Use case ends.

Alt2: Change theme

The system provides the options to choose different themes.

The user chooses a theme.

Flow resumes from step 2.

Alt3: Two player mode

The user chooses two player mode.

Flow resumes from step 5.

Alt4: More than one player

The user chooses 2/3/4 human players.

Flow resumes from step 7.

Alt5: Hard level

The user chooses the hard level.

Flow resumes from step 9.

Alt6: Go back

The user chooses to go back.

Flow resumes from step 3.

Exceptions: If at any time the system is unable to retrieve, record or provide details then the system informs the player of the problem, attempts to record the time and nature of the failure and the use case ends.

Special Requirements: different theme colors for players.

Open Issues: creating computer players, different color themes.