Change Player Settings

Primary Actor: Player

Stakeholders and Interests:

- Player: Should be able to change player settings

Preconditions: The game is running and the player is setting up a new game board.

Success Guarantee (Postconditions): Changes to player settings have been applied to the game.

Main Success Scenario (Happy Path):

1. The user indicates to change player settings.
2. The system provides a list to the user with the option to change their player settings.
3. The system provides the option for choosing the number of players.
4. The user chooses four player mode [Alt1: Two player mode]
5. The system asks the user for the number of human players.
6. The user chooses one human player.[Alt2: More than one player]
7. The system provides the user with an option of choosing between easy and hard levels for the computer players.
8. The user selects the easy level for the computer players. [Alt3: Hard level]
9. The system requests from the user to confirm the changes .
10. The user confirms the changes.
11. The system displays the game board.

    [Use case ends]

Alternative Flows:

Alt1: user chooses two player mode
1. Flow resumes from Main Success Scenario Step 5

Alt2: user chooses more than one human player
1. Flow resumes from Main Success Scenario Step 7

Alt3: user selects the hard level for computer players
1. Flow resumes from Main Success Scenario Step 9

Exceptions: If the user decides to choose two human players after choosing a two player mode or four human players after choosing a four player mode, the system will not ask for the difficulty level and directly requests from the user to confirm the settings and begin.

Special Requirements:

Open Issues: Limiting the settings that the player can change while taking a turn.