

## COMP 2005 Iteration 1 Group 2

### 4 other Brief Use Cases

Use Case	Description
Toggle theme colour	The user will have an option to change the theme which will then prompt the system to change the theme colour.
Change turn	The first turn is randomly selected. After that the order is determined by the position of kings in the line of already selected dominos. For example, the player whose king was placed on the first domino goes first, the player on the second domino goes second, etc.
Choose the difficulty	The user will have to choose the difficulty of the computer simulated players at the beginning: Easy or Hard.
Calculate the score	At the end of the game when there are no more dominos in the draw pile, the scores are calculated. For every territory, the number of connecting terrain squares are counted and multiplied by the total number of crowns found in that territory.