

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. System provides options to start a new game, load a saved game, change theme, view instructions or quit the game.
2. Player starts a new game
3. System asks for the player mode (2 or 4), number of people, difficulty level and also provides options to start, go back or quit the game.
4. Player responds with the player mode, the number of people and clicks starts the game. [Alt1: Quit] [Alt2: Back]
5. The system generates remaining players as computer players if it needs to, and thus making a total of 4 players in a 4 player mode or 2 players in a 2 player mode.
6. System records and displays the number of human players and computer players if any.
7. System provides each player with a starting tile.
8. Human players pick their color and matching castles and king meeples. For computer players, system randomly assigns castles and king meeples from the remaining choices. [Alt3: Save & Quit] [Alt1: Quit] [Alt4: View Scores]
9. System records and shows the information of players including their castles and kings meeples
10. System shuffles the dominoes and stores it to use as a drawing pile.
11. System takes the first two or four dominoes and place them with increasing order of numbers from top to bottom and it flips them over and displays the terrain side in the same order.
12. System randomly chooses a king meeple.
13. the player corresponding to the chosen king meeple claims one of the two or four dominoes.
14. System records and displays the player identity next to the claimed domino.
15. Steps 10 - 12 is executed three more times with the number of remaining dominoes so that all players have claimed a domino.
16. System draws next two or four dominoes from the drawing pile and place them with increasing order of numbers from top to bottom. Then, it flips them over to reveal the terrain side.

Alternative Flows:

Alt1: Quit

1. The system exits the game and the use case ends.

Alt2: Back

1. The flow resumes at step 1.

Alt3: Save and Quit

1. The system saves the game and then exits the game.

Alt4: View Scores

1. The system displays the current points of all the players.

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.