Use Case Descriptions – Game and Player Settings

Primary Actor(s): Kids

Stakeholders and Interests:

1. Parents: Playing the game helps strengthen bond with their children. The game can act as a distraction and has educational value.
2. Board game fans: 'Can't stop' provides a unique board game experience anywhere, anytime and free of cost.
3. Game websites: Expand their repertoire of board game to generate more revenue.
4. Board Game manufacturers: The Game provides a cheaper and portable alternative to the physical board games.

Preconditions: The Players have started the Game.

Success Guarantee: The Players have chosen the pieces and player names. The game proceeds to the Boards.

Main Flow:

1. The Players wish to play the game.
2. The System asks the user for number of players.
3. The user selects the number of players.
4. The system stores the number of players.
5. The System gives each player an option to select player name and piece attributes. [Alt1: player aborts the menu].
6. The system gives player the choice to assign a random player name and piece attribute.
7. Each player enters the player name and chooses the piece color and shape.
   [Alt2: A player opts for default name and pieces.]
8. The system checks the validity of player name and pieces. [Alt3: one or more players enter the same name or choose similar piece attributes.]
9. The system stores the player name and pieces for each player.
10. The system displays the board, and the game begins!

Alternative Flows:

Alt 1: Player aborts the players settings menu.

1. The system discards any player name or piece attribute entered by the players.
2. The system moves to main flow 2.

Alt 2: A player opts for default name and piece.

1. The System chooses the randomly selects a player name, piece color and shape such that it doesn't conflict with the attributes of other players.
2. The system moves to main flow 8.

Alt 3: One or more players enter the same name or piece attributes.

1. The System warns the player of the matching player attributes.
2. The system gives the options to change the relevant matching attributes.
3. The system moves to main flow 9 once the conflict is resolved.

Exceptions:

1. If the number of players changes while choosing attributes, the game must be restarted with the updated number of players.
2. The player may interrupt the flow to read the tutorial or change the display settings.

Special requirements:

1. Pieces should be colored and shaped to accommodate the visually impaired players.
2. The Board color and fonts should be modifiable.

Open Issues:

1. What if a player wants to quit the game? Would the game need to be restarted?
2. How to implement settings to change board color and font?