Use Case Description: Set Up a Game

Primary Actor:
- Kids: want to play an entertaining game.

StakeHolders:
- Parents/Guardians: want to play with or distract their kids.
- Teachers/Schools: want to use the game as an educational tool.
- Board game enthusiasts: want to play in a more casual manner.
- Game Websites/Companies: want to host "Can't Stop" to generate revenue.

Preconditions:
- The user knows how to play the game.

Postconditions:
- The user is able to use the game board and pieces to play "Can't Stop".

Main Flow:
1. The system provides the user with the ability to start a game.[alt1: Player resumes a game]
2. The user requests to start a game.
3. The system provides the user with the opportunity to select a number of players between 2-4.
4. The user selects a number of players.
5. The system provides the user the opportunity to choose which players are human or computers.
6. The user selects player/computer options. [alt2: Player selects one or more computer players.]
7. The system retrieves the shape/colour options for player pieces.
8. The system provides the user with the opportunity to select pieces and provide names for each player. [alt3: Player chooses a default name.]
9. The user selects pieces and names for each player.
10. The system displays the piece selections.
11. The user confirms the selections. [alt4: User denies the selections]
12. The system stores the piece selections.
13. The system displays the game board and player selections.
14. The system gives each player the opportunity to roll two dice.
15. The system records and associates a play order from highest to lowest roll.
16. The system displays the play order.
17. The system provides the players the ability to take turns. [See "Take a Turn" use case description.]

Alternative Flows:
1. Player resumes a previous game.
    a. System retrieves game information.
    b. System loads the saved board.
    c. System allows the user to play starting where the previous session ended.
2. User selects at least one computer player
    a. The system provides the user to select a difficulty for the computer players.
    b. The user selects a difficulty level.
    c. The system sets the computer to that difficulty level.
3. Player chooses a default name
    a. System assigns default names.
4. User denies the selections
    a. The system moves to main flow 5.
5. The user saves a game to resume later (Should be doable anytime after the game starts).
    a. The system stores the settings, piece positions and turn order.
    b. The system exits to the start menu.

Special Requirements:
1. Player pieces must be able to be used easily by the visually impaired.
2. Users must be able to save a game and return later. (See alt flow 1)

Open Issues:
1. How to provide a tutorial to the user.
2. How to adapt the pieces to cater to the visually impaired.

Exceptions:
1. If the system fails at any point it will display a crash message.