Choose Player Settings

Primary Actor: Player

Stakeholders and Interests:

Player: wants to add other players, human or computer. Wants the process to be clear and simple.

Preconditions:

The User opted to start a new game.

Success Guarantee:

Player is aware of his choice. The configurations are saved and the game runs based on those configurations.

Main Success Scenario:

1. The user chooses to configure the player settings
2. The system receives this information and displays list of players to be set up.
3. The system provides the user with opportunity to choose player settings or to exit use case [Use Case Ends]
4. The user selects a human player to set up. [Alt 1: User selects computer player to set up]
5. The system checks which player has been selected and gives the user an option to let the user set names to the player.
6. The user selects desired settings and sets the name of the player.
7. The system records this information and updates the list of players.
8. The system provides the user for an opportunity to choose player settings for further players.

Alternative flows:

Alt1: User selects computer player to set up.

1. The system provides an option to set difficulty of the computer AI.
2. The user selects difficulty level.

3. The system records and updates the difficulty level.
4. Flow resumes at 5.

Exceptions:

- If the system is unable to retrieve, record or provide details then the system informs the user of the problem, attempts to record time and nature of failure and use case ends.

Special requirements:

- Colours and sizes of the text fonts used must provide for the visually impaired.
- At least one player must be human.

Open issues:

- How will we implement the special accessibility features and the common types?