COMP 2005 – Group 2
Fully dressed Use Case

Use Case Name: Choose Player Settings

Primary Actor: User

Stakeholders and Interests:
- User: wants to add other players, human or computer. Wants the process to be clear and simple. If a user wants to play against the computer, they need to be able to choose the computer's difficult.

Preconditions: The user choose the option to start a New Game.

Success Guarantee (Post-conditions):
    1. Player chooses whether each player is user or computer
    2. For computer player,s user can decide if they want to play against easy or hard computer.
    3. Each players robot colour and shape is always the same for each player.

Main Success Scenario:
1. The system loads the GameSettings user interface
2. The system makes Player1 a user player as default
3. The system displays Players 2-4 as drop down menu options with the ability to select User or Computer.
4. For each player 2-4 the user selects either User or Computer.
5. Once all players have been given a type, the user interface then gives the option to select the difficulty for the computer players.
6. The user selects either Easy or Hard and this applies to all computer players.
7. The system records all of the information that the user has chosen from this user interface.
8. The system confirms with the user all their selections.

Alternative Flows:
    Alt1: If the user selects Start Game without filling out all proper information, the system tells the user to make sure to enter all needed information.

Exceptions: if the system is unable to retrieve, record or provide details then the system informs the user there has been an error, and the use case ends.

Special Requirements: User interface must be designed in a way that takes into account users with colour deficiencies.

Open Issues: How will we implement the special acceptability features and the common types?