

**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 difficulty.

**Preconditions:** The user choose the option to start a new game.  
The user has choosen to play either on a simple board or a complex board.

**Success Guarantee (Post-conditions):**

1. User has successfully chosen all player settings for the game.

**Main Success Scenario:**

1. The system loads the SetupPlayersGUI.
2. The human player selects Players 2, 3, and 4 as human players. [Alt 1: Human player chooses a computer player]
3. The 4 user players start a new game.

**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?