

Use case name: “Choose display option: Simple or Complex”

Scope: When beginning a new game of Ricochet Robots, the Human Player(s) need to choose either a simple or complex game display.

Level: user-goal

Primary Actor: Human Player

Stakeholders and Interests:

- Human Player: When setting up a new game, the Human Player needs to choose either the simple board setup or the complex board setup before playing the game.
- Game is designed for children so want set up to be implemented behind the scenes with a simple push of a button for “Simple” or another button for “Complex”.

Preconditions:

- The Human Player must have successfully opened the application and have already selected to play a new game.

Success Guarantee:

- The Human Player is aware of their selection of playing the simple or complex game, and is then requested to set up the players.

Main Success Scenario:

1. The system provides the Human Player the chance to select one of two options for the display: “Simple” or “Complex”.
2. The Human Player selects one of the two options for the display.
3. The system asks the Human Player to confirm their selection. [Alt1: Human Player accidentally chooses wrong display option]
4. The Human player confirms the selection [Use Case Ends].

Alternative Flows:

Alt1: Human Player accidentally chooses wrong display option.

1. The Human Player chooses the correct display option they want to use.
2. The system requests the Human Player confirm their selection.
3. Flow resumes at Main Success Scenario Step 3.

Extensions:

- At any point the user will have the ability to terminate the application.

Special Requirements:

- Colours and text fonts that are used must be suitable for all ages (including children) and those with visual impairments, such as colour blindness.

Technology and Data Variations List: N/A

Frequency of Occurrence:

- The Human Player chooses the display once for one and only one new game.

Miscellaneous: N/A