COMP 2005 – Group 2
Brief Use Case Descriptions:

Selecting a board: The user will be able to select between two boards: simple and complex. Both boards will be set up using the "Set up a game" use case requirements. If the user choose the simple board, then nothing changes from the original requirements. If the user chooses to use the complex board, then special requirements are required to add diagonal road blocks on the map that when hit by a robot piece sends the robot on a 90 degree angle.

Selecting the difficulty: The user will have the ability to play with 3 other users, or to fill out missing users with computer players. The computer players must be designed in a way to make the game competitive but with two different difficulties available to the user when they start the game. One way to implement this is to make the easy mode have the computer player choose a random path to the target each turn and make the hard mode have the computer always choose the shortest possible path.

Moving between each players turn: As the game is being played, it should be evident by the observer whose turn it is, and which path they choose to move the robot. There should be an evident display of whose turn it is and there should be sufficient delay between each move that it is clear which path has been chosen. If the user plays against 3 computer players, each of the selected paths must be as clear as when playing against 3 users.

Creating/Selecting target squares: There should be sufficient target squares created that the game has a minimum amount of turns. Each round begins with the selection of a target square which should be done randomly and once there is no more of a certain target square on the board, there should no longer be a possibility of selecting that target square at the beginning of the round. Seeing as the game always will have 4 players, it makes sense to have 17 possible target squares at the beginning of the game and the winner is the first to get 5 points.