COMP2005 GROUP 2 WINTER 2020

Use case: Choose the difficulty level: Simple or Hard

Primary Actor: User(s)

Stakeholders and Interests:

- User: The player(s) should be able to choose which level of difficulty they want to play the game against the computer. They should know of the unavailability of this option if all 4 players are human players.

Preconditions:

- The number of players have been chosen. It is to be noted that the number of computer players are determined based upon the chosen number of players

Success Guarantee (Post-conditions):

- The game is set up and player 1 is prompted to make the first move

Main Success Scenario:

1. The system prompts the user(s) to select the level of difficulty, easy or hard, that the computer players are to play with *[Alt 1: All the players are human players; Alt 2: The player(s) wishes to change the number of human players; Alt 3: The player(s) wishes to let the computer choose their difficulty level]*
2. The players select the difficulty level they want to play with
3. The system requests the user to confirm their selection *[Alt 4: The player(s) want to change the difficulty level]*
4. The user(s) confirms their selection

Alternate flows:

Alt 1: All the players are human players:

    1. Use case ends

Alt 2: The player(s) wishes to change the number of human players:

    1. User elects to choose the number of players
    2. System prompts the user(s) to change the number of players
    3. The user(s) select the number of human players
    4. The system requests the user to confirm their selection
    5. The user(s) confirm their selection
    6. Use case resumes at *step 1*

Alt 3: The player(s) want the game to choose the difficulty level:

1. The user(s) do not select an option
2. The system prompts the user(s) to confirm their selection
3. The user confirms the selection
4. The system automatically chooses a random difficulty for the player(s)
5. Use case ends

Alt 4: The players want to change the difficulty level:

1. The user(s) elect to change the difficulty
2. Flow resumes at *Step 1*

Exceptions:

- If there is less than 4 human players, the player is not allowed to choose the difficulty level

Special Requirements:

- There should be a visible text box indicating the choice made by the player, and prompting them to confirm their choice to lock the choice in.

Open Issues:

- N/A