**COMP2005 GROUP 2 WINTER 2020**

**Use case name:** “Choose the difficulty level: Simple or Hard”

**Primary Actor:** User(s)

**Stakeholders and Interests:**

* User: The player(s) want 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. He wants a clean and simple interface which allows him to choose.

**Preconditions:**

* The game has been started, and 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 player(s) are prompted to choose the board type they wish to play on. The player(s) are then taken to a window which prompts them to input the names of the players who are playing, if any.

**Main Success Scenario:**

1. The player(s) are prompted to select the level of difficulty, either 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 players ]*
2. The players decide amongst themselves about the difficulty level they want to play with.
3. The player selects the desired level of difficulty from a dropdown list, and presses the “Save” button next to the dropdown *[Alt 3: The player(s) want the game to choose the difficulty level]*
4. The player(s) are prompted to select the board type they wish to play on.

**Alternate flows:**

1. *All the players are human players:*

If there are 4 human players, there will not be any computer players to play against. There is therefore no point in making the player(s) choose which level of difficulty they want to play with. If the number of players chosen is 4, the player(s) do not have the ability to select from the dropdown list. The dropdown is greyed to indicate this. The player(s) can directly choose the board type to play on.

1. *The player(s) wishes to change the number of players:*

The player(s) can change their mind and want to change the number of players playing. They can do so by changing the number of players they initially chose and press the “Save” button next to the number of players option box. When the save button is pressed, if the number of selected players is now 4, the procedure for alternative flow 2 is followed. Otherwise, the success scenario carries on.

1. *The player(s) want the game to choose the difficulty level:*

If the player(s) do not want to choose the difficulty level, the dropdown list will have a blank element, which is basically a white box. This blank element will be the default element which will be shown to the player(s). If the player(s) wish to let the computer decide on the difficulty level, they can leave the dropdown list on blank, and click on the “Save” button. The game randomly selects a difficulty level.

Exceptions:

* If there is less than 4 human players, the player is not allowed to choose the board type before choosing from the dropdown list, whichever choice it is, and pressing the “Save” button.

Special Requirements:

* There should be a visible text box indicating the choice made by the player, and prompting them to press the “Save” button to lock the choice in.

Open Issues:

* N/A