

# Use Case 1: Set-Up

**Primary Actor: Player**

## **Stakeholders and Interests:**

- **Players:** Want a quick and simple setup, with options for accessibility and game continuation.
- **System:** Ensures correct player registration, rule enforcement, and smooth setup.

## **Preconditions:**

- The game application is launched and accessible.
- Players can input required details via the interface.

## **Success Guarantee (Postconditions):**

- The board is correctly initialized with all required components.
- Players are registered and assigned identifiers.
- The first turn is assigned randomly or by predefined rules.
- If selected, a previously saved game is successfully loaded.
- If enabled, **Color Vision Deficiency Mode** is applied.
- A "Future Network Play" option is displayed but unavailable.

## **Main Success Scenario:**

1. The player selects **"Start Game"** or **"Load Game"** from the menu.
  - **[Alt 1: Player chooses Load Game]**
2. If starting a new game, the system prompts the player to choose the **number of participants** (2–4, including AI).
3. Players enter **names** (if applicable).

4. The system asks if **Color Vision Deficiency Mode** should be enabled.
5. The system assigns game components and confirms setup.
6. Players can view **instructions** before proceeding (optional).
7. A **"Future Network Play Coming Soon"** message is displayed as an inactive option.
8. The first player is assigned.
9. The game begins.

## Alternative Flows:

- **Alt 1: Player Chooses Load Game**
  - The system displays saved games for selection.
  - The selected game is loaded, and play resumes from the last saved state.
- **Alt 2: Adjusting Participants Before Setup Completion**
  - The system allows modifications before finalizing the setup.
- **Alt 3: Viewing Instructions During Setup**
  - Players can view instructions before finalizing setup, then return.
- **Alt 4: Missing Player Details**
  - If required inputs are missing, the system prompts the player to complete them.

## Exceptions:

- **System Error During Setup**
  - If an error occurs, the system attempts **automatic recovery** or prompts a restart.
- **Player Exits Mid-Game**
  - A countdown timer (e.g., **30 seconds**) begins.
  - If the player does not return within the time limit, they **automatically lose**, and the game continues without them.

- If the leaving player was the last remaining opponent, the **remaining player(s) win automatically**.

## Special Requirements:

- The interface should be **simple and accessible**.
- Players should have an option to **replay with the same settings** after a game ends.
- **Color Vision Deficiency Mode** should enhance accessibility without stigmatization.

## Open Issues:

- Should the timer duration be adjustable?
- What happens if an AI-controlled player leaves (due to a crash or bug)?
- Is there support for other languages?
- Besides color vision deficiency mode, should the game have adjustable font-size or text-to-speech?
- Integration with Online Leaderboards (Future Feature)