Primary Actors & Goals

Primary Actor	Goal
Human Player	Play the game against other humans and the computer, strategize to win, and enjoy a fun gaming experience.
Computer Player	Provide challenging gameplay through two difficulty levels (Easy and Hard), adhere to the game rules, and ensure fairness.
Game System	Facilitate smooth gameplay by managing game logic, enforcing rules, tracking scores, handling user inputs, updating the game state, and ensuring real-time responsiveness.
Developer	Design, implement, and maintain a functional, accessible, and engaging version of the Kivi board game. Ensure the game is bug-free, user-friendly, and extensible.
Parent	Ensure the game is safe, educational, and appropriate for children. Monitor the gaming environment for family-friendliness.
Accessibility Advocate	Ensure the game is inclusive by integrating features that support players with color vision deficiencies and other accessibility needs.
Future Network Team	Develop and integrate scalable networking capabilities to support online multiplayer functionality in future iterations, ensuring smooth and lag-free gameplay.