

Primary Actors and Goals

Primary Actor	Goals
Player	<ul style="list-style-type: none">• Ability to play the game against opponents.• Ability to select level of difficulty.• Ability to pause/resume game.• Ability to open/close the game without it crashing.
Software Creators (Group 2)	<ul style="list-style-type: none">• Achieve all planned functionality of the game application.• Ability to establish the game on a network.
Software Collaborators	<ul style="list-style-type: none">• Ability to easily amend updates/fix bugs.