

Set Up A Game

Primary Actors: Player

Scope of the use case: Interval between entering the game and start playing it.

Stakeholders and Interests:

player: wants to complete the set up of the game, choose the best moves possible and win the game.

Precondition:

- The player already has the game installed.
- The player has started the game but has to make some game-dependent choices before starting to play the game.

Postconditions:

Success guaranteed: The game is set and the player can start taking a turn.

Main Success Scenario:

- Player can see the main menu when he enters the game.
- Player can choose from either of these options from main menu:
 - 1) New Game
 - 2) Load Game
 - 3) Tutorial
 - 4) Settings
 - 5) Quit Game

(ALL the options are described further in the extended case description.)

- Player selects “New Game” or “Load Game”.

- Player makes appropriate game selections.
- The use case ends with success and player is all set to play the game or for the case “Take a Turn”.

Alternate Scenario:

- 1) Player chooses “Tutorial” and then “New Game”
 - Player chooses “Tutorial” learns and understands how to play the game.
 - Goes step by step as in the main success scenario.
- 2) Player selects “Settings”
 - Player chooses “Settings” to change the settings.
 - Goes step by step like in the main success scenario.
- 3) Player chooses “Quit Game”
 - Player quits the game if the player is not interested to play any further.
- 4) Player clicks “cancel” and exits from the game selections.
 - returns to the main menu.
 - Player can start a new game or quit the game.

Exception:

- ❖ System Fails at any time:
 - Player restarts the game and requests prior state recovery.
 - System detects anomalies preventing recovery.
 - System signals error and starts a new game.

Extended Case descriptions:

- Selects “New Game”:
 - 1) Dialog box appears to select number of players
 - 2) Player selects the number of players (1 person and 3 AI players or multiplayer)
 - 3) Dialog box appears to Enter name for the players.
 - 4) Player chooses the color he would like his piece to be.

5) Choose difficulty level: Easy or Hard

- Selects “Load Game” and has to select from particular saved games.
- Selects “Tutorial”: The screen shows the rules and instructions on how to play the game.
- Selects “Settings”: Can change audio, video or control settings.
- Selects “Quit Game”: To exit from the game.