

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 start a new game

Player: wants to select human and computer players.

Player: wants to set difficulty level for the computer players.

Player: wants to read the game rules.

Player: wants to be able to load a previously saved 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 an option from “New Game” or “Load Game”
 - (1) Player selects option “New Game”.

- Player selects the number of human and computer players.
- Player selects the difficulty level for computer players.
- System sets up the number of players as well as the difficulty level for the computer players.
- System displays the turn order.
- System initializes the starting positions.
- Game board with pawns in starting position are displayed.

(2) Player selects option “Load Game”.

- System retrieves the list of saved games.
- Player chooses a previously saved game.
- System asks the player to confirm his selection.
- Player confirms to load the selected saved game.
- Game board with the pawns and walls in positions are displayed.

- 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 option “Tutorial”.
- System fetches the game rules and how to play the game.
- Player learns and understand how to play the game.
- Player chooses to go to the main menu.
- Player chooses option “New Game”.
- The next steps are similar to the point number (1) in the main success scenario.

2) Player selects option “Settings”

- Player chooses the option “Settings”.
- Player changes the control, audio or video settings.
- Player chooses to go back to the main menu.
- Player selects option “New Game” or “Load Game”.
- The next steps are similar to the point number (1) or (2) in the main success scenario.

2) Player chooses option “Quit Game”

- Player chooses the option “Quit Game”.
- System asks the player to confirm if he wants to exit.
- Player confirms to exit the game.

3) Player selects to “cancel” and exits from the game selections.

- Player chooses option “cancel”.
- System asks for the confirmation.
- Player confirms to cancel.
- System clears all the selections made by the player.
- Player is at the main menu.
- Player chooses option “New Game” or “Load Game” (steps ahead are same as in points 1 and 2 in main success scenario.) or “Quit Game”.

Exception:

❖ System Fails at any time or Player directly closes the window:

- Player restarts the game.
- Player requests prior state recovery.
- System detects anomalies preventing recovery.
- System signals error.
- System directly shows the main menu (default page).