Set AI Difficulty:

Primary Actors: Player

Stakeholders and Interests:

- *Player:* Selects difficulty of each computer opponent, wants to play the game of Quoridor with the desired skill level.

Preconditions:

- Player selects to play a new game.
- Player selects the type of game (2-player or 4-player game).

Postconditions:

- Player is aware of the selected difficulty of each computer opponent before starting, and while playing the game.

Main Success Scenario:

- The system retrieves the list of difficulty levels available for each computer opponent in the game and displays it to the player.
- The player selects the desired difficulty level for each computer opponent. *[Alt 1: Return to Main Menu]*
- The system records the chosen details for each computer opponent and displays them.
- The player confirms the selected difficulty. *[Alt 2: Go back]*
- The system starts the game with the selected difficulty levels for the computer opponents. *[Use Case Ends]*

Alternative Flows:

- *Alt 1: Return to Main Menu*
    - The system displays the main menu screen.
- *Alt 2: Go back*
    - The system displays the previous difficulty level selection screen.

Exceptions:

- Player exits the application at any time without saving the state of the game.