

Fully Dressed Use Case Description:

'Set up a Game'

Primary Actor: Player

Stakeholders and Interests:

- *Player*: wants to start a new game, wants the option to select opponents to be human or computer, wants to select the level of difficulty, wants to save the game, and continue in a later session, wants to change the theme for issues with colour vision deficiency, wants the process to be clear and simple.

Preconditions:

- Player has launched the game.

Success Guarantee (Postconditions):

- Player is able to successfully start a new game, with chosen level of difficulty and theme, and save the game to resume later.

Main Success Scenario:

1. The system provides the user with the opportunity to start a new game.
2. The user requests to start a new game. *[Alt1: Wants to quit the game]*.
3. The system provides the user with the option to select the opponents.
4. The user elects to have a match against the computer. *[Alt2: User wants to play a custom match]*.
5. The system provides the user with the opportunity to enter their username.
6. The user enters their username.
7. The system saves the username for the game.
8. The system provides the user with the opportunity to select the theme.
9. The user selects the theme of their preference.
10. The system provides the user with the opportunity to select the level of difficulty.
11. The user selects the difficulty level at which they want to play.

12. The system sets up the game to be played.
13. The user wants to save the game. [*Alt3: User continues playing*]
14. The system saves the game and takes the user back to the home.
15. The system provides the opportunity to the user to start a new game or continue their saved session.
16. The user wants to continue the game. [*Alt4: User wants to start a new game*].
17. The system takes the user to the previously saved game. [*Use Case Ends*].

Alternative Flows:

Alt1: Wants to quit the game

1. The game window closes.

Alt2: User wants to play a custom match

1. The system gives user the option to choose between 2 humans, 3 humans or 4 humans.
2. The system asks the user to enter the username of the selected number of humans.
3. Flow resumes at the Main Success Scenario Step 6.

Alt3: User continues playing

1. The user continues playing till the end of the game or they want to save the game or quit.

Alt4: User wants to start a new game

1. Flow resumes at the Main Success Scenario Step 1.

Exceptions:

- If at any time the system is not able to load a saved game, then the system informs the user of the problem and the use case ends.

Special Requirements:

- Colors of the pieces used must provide - or be able to provide - for the visually impaired (e.g., color blindness).

- Confirmation to the saved game to be provided to the user upon the request to save the game.

Open Issues:

- do we give different templates to user to select from or all the colors which they can chose according to their preference.
- Do we add symbols on the pieces or color.