SSD – Use Case 2
(Set Preferences)

: Observer   : System

Note: playerCount is 2 to 10,
player types are parallel,
sequential, or human, and
gameCount is 1 to 10.

setPreferences(playerCount, playerTypes, gameCount)

Brief Description: In this system sequence diagram, the user sends a
message to set the preferences. The parameters include the number of
players, the player types, and the number of games.