|  |  |
| --- | --- |
| Operation: | select player & piece num() |
| CrossReferences: | Usecase:Start game |
| Preconditions: | 게임이 시작되기 전. |
| Postconditions: | PlayerN instance를 선택한 만큼(2~4개)생성(instance creation)  각 playerN별 pieceN을 선택한 만큼 생성(instance creation)  Piece는 playerN과 composition 관계(association formed) |

|  |  |
| --- | --- |
| Operation: | start game() |
| CrossReferences: | Usecase:Start game |
| Preconditions: | Player와 piece의 숫자가 결정되어있음. |
| Postconditions: | Usecase:playturn 시작 |