

Use Case – Choose Players for the game

Primary Actor – any player(s) who is starting a game session

Stakeholders and Interests -

All players – want to opt in to play and insert their names and also decide if they want to include a bot or not if the number is less than 4.

Preconditions - the game has started and is in its starting screen, all the players are present and they have determined how many players are going to play and do they also want to include bots or not. If they want to include a bot, what level of difficulty will the bots play with.

Postconditions – the game starts, and players or bots start to make their moves

Main Success Scenario:

1. System starts up on the starting screen.
2. The system asks the user for player names.
3. The user selects how many bots will play, if any.
4. The user selects the level of bot difficulty. [Alt 1: Not selected]
5. Then they press on Start Game. [Alt 2: More than one player has the same name]
6. Then the system shows all the options selected, like the number of bots, player name and level of difficulties of the bots before initializing the game.
7. The game starts and players start making their moves.[Use Case Ends]

Alternative Flows

Alt 1: No bots selected

1. System Defaults bot difficulty to easy
2. Flow resumes at Main Success Scenario Step 6

Alt 2: More than one player has the same name

1. System informs user that more than one player has the same name
2. Flow resume at Main Success Scenario Step 3

Exceptions

Special Requirements

Open Issues