

Use Case - Set Up a Game

Primary Actor - the primary actor in this case is the player

Stakeholders and Interests -Current player - starts their turn, players, colour vision deficiency players, etc, and their interests would be more about getting to the point where the first player starts to take a turn

Preconditions - each player is assigned 5 pawns each/player has opened the system

Postconditions - the first player begins their turn`

Main Success Scenario:

1. The system checks for a previously incomplete game and asks the user if they would like to start a new game or continue the saved game[Alt 1: Continue Saved Game]
2. The user selects to start A New Game.
3. The system provides the user with the opportunity to choose the number of players.
4. The user selects and confirms the number of players he/she wants to be present in the game.
5. The system will then ask the player to choose among his/her computer opponents among a list.
6. The user selects his/her computer opponents.
7. The user confirms his/her computer opponents.
8. The system provides the user with the opportunity the level of difficulty of the computer opponents(easy/hard)
9. The user selects the level of difficulty for which he/she wants to play.
10. The system presents colour schemes for the user to choose from.
11. The user selects a colour scheme for the game and confirms their selection
12. The system then requests the user to enter their gamer's name or player would be numbered(Player 1 etc..)[Alt 2: User did not enter name]
13. The user then inputs its gamer's name
14. The user confirms its name
15. The system then retrieves the details of the game, including the basic steps on how to play the game and the rules of the game
16. The user confirms that he or she would like to begin play the game
17. Use Case ends, continue on to "Take a Turn"

Alternative Flows

Alt 1: Continue saved game

1. Flow resumes at Main Success Scenario step 17

Alt 2: User did not enter name

1. Flow resumes at Main Success Scenario step 15

Exceptions

Special Requirements

Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired(e.g. Color blindness)

Open Issues