**Use Case - Set Up a Game**

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

**Stakeholders and Interests** – current player and wants the ability to see a list of game rules.

**Preconditions -**  When loading the saved game then file needs to be present in the local storage.

**Postconditions –** Game is initialized.

**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 human and bot players.
4. The user selects and confirms the number of human players and bots 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 color schemes for the user to choose from.
11. The user selects a color scheme for the game and confirms their selection.
12. The system then prompts human players to enter their names. [Alt 2: User enters wrong 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. The system loads up the game on the screen.
18. Use Case ends, continue to “Take a Turn”.

**Alternative Flows**

Alt 1: Continue saved game.

1. Flow resumes at Main Success Scenario step 17.

    Alt 2: User enters wrong name.

1. The system displays an error message and flow resumes at Main Success Scenario step 13.

**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**