

## ***NEW FULLY USE CASE DESCRIPTION: CHOOSE PLAYERS***

Primary Actor: User

Stakeholders and Interests:

- Users: The user wants to select the details for four (4) players participating in the game. This includes attributes like color, name, and whether human or AI. Requests the process to be clear and simple.
- Group 8 Members: Designing and executing a top-notch version of the Quoridor game within given time constraints.

Preconditions:

- There exists a main window with appropriate UI information and input controls. The user has chosen to start a New Game. The user has selected a general color profile for the game assets, including a unique color for each player.

Post-conditions:

- The user has successfully chosen four players for the game, complete with individual name, color, type (human, computerEasy, or computerHard), and a position from 1-4 in a randomized turn order.
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Main Success Scenario:

1. The system displays UI which will allow user to configure four players simultaneously (ie: in one view) by setting player name and player type (human or choose 2 computer settings).
2. The system provides a default name and type for each player on screen.
3. The system assigns a unique color to each of the players.
4. The system requests the user to enter a name for each player.
5. The system requests the user to select a type for each player
6. The system waits until the user is finished with data input. [Alt 1][Alt 2]
7. When ready, the user informs the system to proceed with building the game assets based on the information provided. (see Begin Game Use Case). Use case ends.

Alternate Flows:

Alt 1- Human player with no name provided. System uses default value provided as this player's name

Alt 2 – User selects a computer option for player type. System to provide random name which can be overwritten by the player.

### Exceptions:

- There are no exceptions because the system has defaults for the selection of player attributes.

### Special Requirements:

- User interface should be designed in a way that takes into account users with color preferences.
- It will be permissible for the user to select four computer players, and computer players should be able to carry on a game by themselves.

### Open Issues:

- What if there are more than four players who want to play the game?