

Iteration 1- GROUP 8
BRIEF USE CASE DESCRIPTIONS

1. Saved game

The user wants to abandon the current game and decides to save the gameplay, then the system records all the specifics of the game, such as the current design of the board, scores, number of moves, other game details, and then prompts a box asking the player whether or not they wish to save the game. The system then confirms the user that the game has been successfully saved.

2. State of the Game: Loading the game

The user chooses to load the game, then the program checks if any prior game is available and sets up the game layout by setting up the board configuration, location of the pawns, moves, position of walls placed and other game conditions as it was last saved by the user. Then the program loads the game and tells the user that the game has been successfully installed.

3. Quoridor Rules: User asking for Help

The user would first choose the help button, then the user request would be recorded by the system and all the game instructions and information required to set up the game would be displayed. The program would then wait for the user to end the case before the user could read and learn from the support GUI.

4. Game Difficulty

The user is prompted to select a difficulty level, either easy or hard. Once made their choice, all players are then generated by the system and their game logic is set based on their level of difficulty.