NEW FULLY USE CASE DESCRIPTION: BEGIN PLAY

Primary Actor: User

Stakeholders and Interests:

- Users- wants to start a game of Quoridor with a specific color pallet and with a specific number of human and AI.
- Group 8 members- Designing and executing a top-notch version of the Quoridor game within given time constraints.

Pre-conditions:

- Information containing tile color, wall color, background color, a list of player names, types, color, and position, and a list containing the turn order and a list containing the wall location.

Post-conditions:

- Displays a fully colored and assembled game board, with four players of appropriate colors and 4 players.

Main Success Scenario:

1. The system retrieves the information from the main window or the load game window.
2. The system builds a game board with the configured game tiles.
3. The system creates a turn counter contain the number of turns that have been taken.
4. The system retrieves the turn order.
5. The system assigns either human player or ai player (easy or hard) to each player
6. The system assigns the names to each player.
7. The system puts players in the correct positions on the board.
8. The system puts the walls in the correct position on the board.
9. The system displays the game board to the user and players to begin playing

Alternate Flows:

There would not be any alternate flows because the process will be the same if we are building a new game or if we are loading a saved game.

Exceptions:

- if a save file is unable to be loaded then the system informs the player that the save file has been corrupted and cannot be loaded.

Special Requirements:

- there are no special requirements for this use case because they have all been covered in previous use cases and steps

Open Issues:

- Configure a load game class to work with the Begin play.