Player Settings Menu Use-Case Description

Use Case: View Player Settings

Actors: Player (initiator)

Description:
1. The player clicks on a button to open the settings menu.
2. The application opens a config file from local device.
3. The application sets graphical objects values to reflect the currently saved settings.

CrossRef.: FR: 4.4, FR: 4.5, FR: 4.6, FR: 4.7, FR: 5.8, FR: 5.9

Use-Cases: The player must-have started the game in order to have a config file automatically generated.

Use Case: Apply Player Settings

Actors: Player (initiator)

Description:
1. The player clicks on a button to open the settings menu.
2. The player clicks on the apply settings button.
3. The application reads save data from a predetermined configuration file and changes the application according to those settings

CrossRef.: FR: 4.4, FR: 4.5, FR: 4.6, FR: 4.7, FR: 5.8, FR: 5.9

Use-Cases: The player must-have started the game in order to have a config file automatically generated.

Use Case: Save Player Settings

Actors: Player (initiator)

Description:
1. The player clicks on a button to open the settings menu.
2. The application displays graphical objects which reflect settings which can be changed.
3. The player changes these objects to reflect their desired settings.
4. The player clicks on a button to save the data to a predetermined configuration file.

CrossRef.: FR: 4.4, FR: 4.5, FR: 4.6, FR: 4.7, FR: 5.8, FR: 5.9

Use-Cases: The player must-have started the game in order to have a config file automatically generated.