Choose Display Options

Primary Actor: User

Stake Holder and interest:

- User: would want the game to cater the need for his/her color vision deficiency.

Pre -Conditions:

- User with color vision deficiency

Success guarantee (Post Conditions):

- The user is able to change the display to cater his/her need for color vision deficiency.

Main success scenario:

1. The user choses to change the display option.
2. The system would then receive the user request and provide the user the opportunity to change color display from range of color display options.
3. The user would then select their color option. [Alt 1: Use Case Ends]
4. The system then receives the user request and changes the color of display accordingly.
5. The system would then provide the user the opportunity to change the size of fonts.
6. The user would then make their selection. [Alt 1: Use Case Ends]
7. The system would then set the font of all the buttons and texts according to user's choice.
8. The system then informs the user that the display has been changed.

Alternative Flows:

Alt 1: Use Case Ends

- Use case ends.

Exceptions:

Special Requirement:

- Confirmation of display has been changed within 10 seconds.

Open Issues:

- Does the range of color cater the all type of color blindness?

Choose Player Settings

Primary Actor: User

Stake Holder and interest:

- User: would like to select how many players are playing and what their difficulty level would be.

Pre -Conditions:

- There is at least one human player

Success guarantee (Post Conditions):

- The user is able to select how many players are playing and set their difficulty level.

Main success scenario:

1. The system requests the user to select how many human players are playing.
2. The user then selects how many human players are playing.
3. The system would then note how many human players are playing and provide the user the opportunity to select the difficulty level of remaining players (Computer AI) [Alt 1: All Human Players]
4. The user then selects their difficulty level.
5. The system would then retrieve the details of Computer AI.
6. The system would then randomly select Robot color of each player and create all players playing the game.

Alternative Flows:

Alt 1: All Human Players

- Flow resumes at step 6.

Exceptions:

Special Requirement:

Open Issues:

- Do we have at least one human player playing?