

Use Case: Change Display Setting.

Primary Actor:

- Player(s)

Stakeholders and Interests:

- Players: The player wants to change the display settings according to their preferences.

Preconditions:

-Player has successfully launched the game and indicated that they want to change the display settings.

Success Guarantee (Postconditions):

-All the display settings that the user has selected have been successfully applied.

Main Success Scenario (or Basic Flow):

- 1) The system offers the user a variety of color palettes to choose from for the display.
- 2) The user selects a color palette of their choice for the game. [Alt 1: No color palette selected]
- 3) The system provides options for the screen size that the user may choose i.e. full screen or windowed.
- 4) The user selects the screen size.
- 5) The system offers a night/dark theme.
- 6) The user may continue to play with normal mode or may select the night/dark mode.
- 7) The display settings are applied. The use case ends.

Alternative Flows:

Alt 1: No color palette selected.

- The user does not select any of the options available for color palettes.
- The system sets the color palette to default.
- Flow resumes at Main Success Scenario at 3.

Special Requirements:

-Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g. color blindness).

Open Issues:

-Should the player be allowed to change the display settings while they are in the middle of the game or the choice they made will be maintained throughout the game?