

Brief Use Cases

Load the saved game:

The user requests the system to load a saved game. The system verifies that at least one game is saved in the computer and asks the player to select a game from the list of saved games that can be loaded. The player selects a saved game and the game loads up.

Save the game

The user requests the system to save their progress or tries to quit the game without saving. The system requests a confirmation from the user whether to save the game. The system saves a current copy of the game.

Change the difficulty

The user requests the system to change the difficulty. The system offers the user to select the difficulty level. The user confirms the option for difficulty level. The system changes the difficulty level as per user confirmation.

Change the colour palette

The user requests the system to change the color palette. The system offers the user to select from the colour palette. The user selects their desired colour palette. The system confirms the colour palette with the user. The system changes the colour Palette as per user confirmation.