

Choose Display Options - Fully Dressed Use Case

Primary Actor: Human player (herein referred to as *Player*)

Stakeholders and Interests:

- Player wants to choose a display option for their upcoming game.

Preconditions:

- There is no game in progress

Success Guarantee (Postconditions):

- Player has chosen their display option and confirmed their choice. Game display settings have been updated for the upcoming game.

Main Success Scenario:

1. Player selects display options from the main menu
2. System loads the display options menu and displays it for the Player
3. Player selects the display settings of their choice
4. Player confirms their choice
5. System applies the Players selection to the game settings
6. System displays a confirmation of successful application of the new settings to the Player
7. Player navigates back to the main menu [*Use case ends*], or Player decides to change the display settings again [*Alt1: Return to step 3.*]

Alternative Flows:

Alt1: Player decides to change the display settings again

1. Flow resumes at step 3 of the Main Success Scenario.

Exceptions:

- If the system is unable to retrieve or update the display settings, it will inform the user of the problem and the use case ends.

Special Requirements:

- Colors and size of text fonts used must be of a type to accommodate Players with color blindness.
- Confirmation of settings update to be displayed to the Player within 5 seconds of submission.

Open Issues:

- How to implement special accessibility features for the visually impaired?
- How to implement failure to update tracking and notification