Changing player settings

Primary Actor: Player

Stakeholders and interests:

- **Players:** Are changing their settings, such as color, username

Preconditions: The game must have been launched by the player and on the game window.

Postconditions: The desired player was able to change their color and/or their username.

Main success scenario

1) The system prompts the players with the option to change their color and their username.
2) The players opt to change the color and username. [Alt1: the player opts out of changing the color and username]
3) The system prompts the user to select which player the settings for which should be changed
4) The player provides the player number they are requesting to change [Alt2: the player exits the page without changing the settings]
5) The system prompts the user to select their desired color and/or username. [Alt3: the player picks a color or username that is already in use]
6) The system confirms the change through a pop-up to the user.
7) The system provides the user with the option of changing the player settings again. [Alt4: the player declines the request]
8) Go to step 3

Alternative Flows:

- Alt1: the player opts out of changing the color and username
    1. Close the pop-up window and return to the game window
- Alt2: the player exits the page without changing the settings
    1. Close the pop-up window and return to the game window
- Alt3: the player picks a color or username that is already in use
    1. The system informs the user that the color and or username is already in use
    2. The system gives the option for the user to either select/input a different color or to exit the popup without changing the settings [Alt1: the player opts out of changing the color and username]

- Alt4: the player declines the request
    1. The system will close the pop-up and update the game window page accordingly to facilitate the new player information.

Exceptions:

Special requirements:

Open issues:

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