

# Changing player settings

**Primary Actor:** Player

**Stakeholders and interests:**

- **Players:** Intends on manipulating the display settings as they desire.

**Preconditions:** Player has launched the game

**Postconditions:** The display settings have been optimized according to the user's preferred contrast and saturation

**Main success scenario**

- 1) The system prompts the player to change the saturation and contrast of the game window.
- 2) The player chooses to change the current, saturation, or contrast values [ Alt 1: The player opts out of changing the contrast and saturation].
- 3) The system prompts the user to select which display settings should be changed.
- 4) The player selects the display settings they are requesting to change.
- 5) The user inputs a valid amount to change the display setting [ Alt 2: The entered amount is invalid (not between 30-100) ].
- 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 display settings again. [ Alt3: the player declines the request ]
- 8) Go to step 3

**Alternative Flows:**

- Alt1: The player opts out of changing the contrast and saturation
  1. Close the pop-up window and return to the main menu
- Alt2: The entered amount is invalid (not between 30-100).
  1. The system informs them that the entered amount is invalid.
  2. Resume at step 3.
- Alt3: 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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