Brief Use Cases

Save Game: A player has decided that they cannot finish the current game, but wishes to save the progress so they may continue the game at a later date. The player selects to save the game. The system asks the player to enter a name for the saved game. The player enters a name for the saved game. The system stores the current state of the game and notifies the player that the game was saved successfully.

Load Game: A player wishes to continue a previously saved game. The player selects to load a game. The system provides a list of saved games for the player to select. The player selects which saved game they want to play. The system restores the state of the saved game and notifies the player that it successfully loaded the selected saved game.

Select Colour Settings: A player wishes to change the colour settings to make the game more accessible to them. The players selects a colour setting matching their needs from a list of available settings. The system changes the colour settings to the selected setting and notifies the player that the change was successful.

Select Number of Players: A player wants to play a game and needs to pick how many players will be playing. The player selects the number of players from a list. The system sets up the requested amount of players.