

“Select difficulty”

The system presents difficulty options to the player. The player selects desired difficulty for the computer player. The system records the player's selection and sets the difficulty of the computer player. The system shows that the desired difficulty has been selected.

“Save a game”

The player selects the option to save the game. The system records the player which the current turn belongs to, the placement of the robots on the board, the colour palette, difficulty of computer player, and the board pattern. The system informs the player that the game has been saved.

“Select colour palette”

The system displays colour palette options to the player. The player selects the chosen colour palette for the game. The system records the player's choice and sets the colour of the board and pieces accordingly. The system updates to show that the selected colour palette has been chosen.

“Select board style”

The system displays alternate board styles to the player. The player chooses the board style they would like to play with. The system records the player's selection and will load the chosen board style when starting the game. The system updates to show which board style is currently selected.