Use Case: Sound Settings

Primary Actor: Player

Preconditions:

The player has launched the Can't Stop game on their device

The player has accessed the game settings menu

Postconditions:

The player has adjusted the sound settings according to their preferences

Main Flow:

1. The player navigates to the "Sound Settings" option in the game settings menu.

2. The system presents the player with a list of sound settings that they can adjust.

3. The player selects the sound setting they wish to adjust, such as different tracks. ….(Alt 1)

4. The system allows the player to adjust it using the controls provided.

5. The player adjusts the sound setting to their preferred value.

6. The system saves the new sound setting value.

7. The player exits the sound settings menu and returns to the game.

Alternate Flow:

Alt 1: If the player wishes to reset the sound settings to their default values,

1. The player can select the "Reset to Default" option provided in the sound settings menu.

2. System sets the Sound Settings to the Default Settings.

Exception Flow:

4a. If the player encounters any issues adjusting the sound settings, such as the controls not responding, they can exit the sound settings menu and try again later. If the issue persists, they can contact the game developers for support.

Special Requirements:
1. Sizes of text fonts must be easily readable by very players.

2.   System must respond to the user input within half a second.

3.   System must a have recovery plan if clashes.

Open issues:

1. What if the player wants to add its own sound?