Description: This use case describes the steps involved in choosing display options for the game.

Primary Actor: Player

Stakeholders and Interests:

1. Player: Wants to have a good gaming experience with clear and customizable display options.

2. Game Developers: Want to provide players with customizable display options to enhance the overall gameplay experience.

Preconditions:

The game is running and the player has accessed the options menu.

Success Guarantee (Postconditions):

The player's chosen display options are saved and implemented in the game.

Main Success Scenario:

1. The player accesses the display options menu.
2. The system shows a list of display settings to change.
3. The player selects a Color-Blind Filter Option from the list. [Alt - Fullscreen]
4 The system shows the list of Color Filters.
5. The player selects a color-blind filter from the list.
6. The system applies the new display settings to the game.
7. The system saves the new setting.

Alternative Flows:

1. Cancel Changes:

If the player decides they do not want to make any changes, they can select "Cancel" at any time during the process.

The system will return the player to the "Options" menu without saving any changes.

2. Default Settings:

If the player wants to revert back to the default display settings, they can select "Default Settings".

The system will reset all display options to their default values.

3. Fullscreen:

1. The player selects the full Screen option
2. The system applies the new display settings to the game.

Exceptions:

1. Invalid Input:

If the player inputs an invalid setting, the system will prompt them to input a valid setting.

Special Requirements:

1. The display options menu must be easy to navigate and clearly labeled.
2. The system must save and implement the player's chosen display options accurately.
3. The system must provide clear prompts and feedback to the player throughout the process.