

Change Player Settings

Primary Actor:

Player

Stakeholders and Interests:

Player: Should be able to change personal player settings

Preconditions:

A game has been set-up and it is the player's turn

Postconditions:

Changes to player settings have been applied and saved, and the system returns to the main game screen

Main Success Scenario:

1. The system provides the user the option to change personal player settings
2. The user elects to change their personal player settings
3. The system presents the user with a list of modifiable player settings
4. The user elects to change a setting [Alt1: user decides not to change a setting]
5. The system provides a method(s) to change the setting
6. The user confirms the changes [Alt2: user discards setting changes]
7. The system saves the changes
8. The player elects to return to the game [Alt3: user elects to change another player setting]
9. The system returns to the game screen
10. Use case ends

Alternative Flows:

Alt1: user decides not to change a setting

1. Flow resumes at Main Success Scenario step 9

Alt2: user discards setting changes

1. Flow resumes at Main Success Scenario step 8

Alt3: user elects to change another player setting

1. Flow resumes at Main Success Scenario step 3

Exceptions:

If at any time the user changes a setting to something unacceptable, the system will notify the user of this and return to Main Success Scenario step 5

Special Requirements:**Open Issues:**

Which settings will be included in the list of modifiable player settings?

How will the menuing work?

Change Display Options

Primary Actor:

Player

Stakeholders and Interests:

Player: Should be able to change display options

Preconditions:

Postconditions:

Changes to the display options have been applied and saved, and the system returns to the screen the user was on when entering this use case

Main Success Scenario:

1. The system provides the user the option to change display options
2. The user elects to change the display options
3. The system presents the user with a list of modifiable display options
4. The user elects to change a display option [Alt1: user decides not to change a display option]
5. The system provides a method(s) to change the display option
6. The user selects a provided method [Alt2: user decides not to change the specific display option]
7. The system applies the change to the display and queries the user on acceptability
8. The user confirms the changes [Alt3: user discards display changes or fails to respond to system query]
9. The system saves the changes
10. The player elects to exit use case [Alt4: user elects to change another display option]
11. The system returns to screen the user was on when the use case was entered
12. Use case ends

Alternative Flows:

Alt1: user decides not to change a display setting

1. Flow resumes at Main Success Scenario step 11

Alt2: user decides not to change the specific display option

1. Flow resumes at Main Success Scenario step 3

Alt3: user discards display changes or fails to respond to system query

1. Flow resumes at Main Success Scenario step 5

Alt4: user elects to change another player setting

1. Flow resumes at Main Success Scenario step 3

Exceptions:**Special Requirements:****Open Issues:**

What options will be included in the list of modifiable display options?

How long will the system wait for a response to its query?

How will the menuing work?

Will display options be changeable mid-game?

If changeable mid-game, which player(s) are able to make the changes?