4 Brief Use Cases

Save Current Game

The user selects the option to save the current state of the game and adds a name for the current game state to distinguish from other game states. The user adds the game name and saves the current game state.

Load a Saved Game

The user selects the option to load a previously saved game state. The user selects a state from the available game state that was saved by the user. If the user selects to load a saved game, then the game state of the saved game is loaded.

Quit the Current Game

The user selects to quit the current game after starting a new game or loading a saved game. Then the system informs the user that all unsaved changes will be lost. The current game state will be lost and the user will only be able to start a new game or load a previously saved game if the user wants to play again.

Help

The user selects the option to ask help on the main screen to get an explanation of what needs to be done on the main screen and what the user needs to input. If it is used in game, it can give the user hints.

Colour vision deficiency mode

The user can set the colour vision deficiency on or off. The system must then change the shape of each piece based on 4 different colours.