

Use-case: Activate color-blind mode

primary Actor: Player

Stakeholders and interests:

Player: player want to activate the color-blind mode if he has color deficiency. People with no color deficiency can also use this mode.

Developer: Developers make sure the color-blind mode of the game works perfectly and test with people with color deficiency before the release of the game.

Preconditions: player has to open the setting interface of the game to activate the mode

postconditions: Player with color-deficiency can see all the colors of the gameboard properly

Main Success Scenario:

1. Player opens the settings page of the game
2. Player selects the checkbox to activate the Color Blind Mode
3. Once the checkbox is selected, the color of the board and pieces will be changed
[Alt1: undo color-blind mode]
4. the player with color-deficiency will be able to see the board and can use the pieces
5. Player can play the game without facing any difficulty of color-issues.

Alternative Flows:

Alt1: undo color-blind mode

1. After activating color-blind mode, if the player is not comfortable with the change of the board and piece, player can pause/save the game and undo the color-blind mode.

Special Requirements:

1. The settings page needs to be color-deficiency friendly so the player can see all the options available on the settings interface
2. player need to check the 'ColorBlindMode' to activate the color blind friend mode.