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# Player settings Use case description

**Primary Actor:** Player

| Stakeholder | Interests |
|---|---|
| Players | The player should be able to access the player settings in order to make appropriate changes within the settings<br>The player has the option to change their Name, change their pawn shape and player colour |
| Developers | The developer wants the game to recognize all the changes a player makes in the settings |

**Preconditions**:
1. The game is initialized or loaded.
2. The type of player is set.
3. The difficulty for computer opponents is assigned/edited.
4. The turn order is generated.
5. Malefiez Board is displayed.

**Success Guarantee (Postconditions):**
1. The system identifies the players name change to be valid
2. The system identifies the players colour change to be valid
3. The system identifies the players pawn shape to be valid

**Main Success Scenario:**
1. The system allows the Player to change their player settings
2. The player selects the Player settings option available
3. The system displays a list/dialogue box of the different Player settings
4. The player selects to change their Player name [Alt1: The name selected is not available]
5. The system recognizes the new Player name and applies them to the current game
6. The Player chooses to change their pawn shape [Alt2: The pawn shape is not available]
7. The system recognizes the new pawn shape of the player and applies it to the current game
8. The player chooses to change their pawn colour [Alt3: The player colour is not available]
9. The system recognizes the new pawn colour and applies it to the current game

10. The player chooses to exit the Player Settings
11. The system closes the Player Settings and return the Player to his previous location in the program

**Alternative Flows:**
*Alt 1:* Player name is not possible because it is already in use or it is an inappropriate name
1. The system displays that this change is not valid
2. The system prompts the player to input another name
3. The flow resumes to Step 4

Alt2: Pawn shape is not available because another player is already using the shape
1. The system displays that this change is not valid
2. The system prompts the player to choose a new shape
3. The flow resumes at step 6

Alt3: Player pawn colour is not available because another player is using that colour
1. The system displays that this change is not valid
2. The system prompts the player to choose a new colour
3. The flow resumes at step 8

**Exceptions:**
1. If at any time the player is unable to make a certain change the system will inform them that the change is not possible and return to the settings menu

**Special Requirements:**
1. Failure in changing any of the Player settings will be displayed with the developer's email address in order to report the issue.
2. The colors and sizes of objects used will be able to provide for the most common category of color blindness.
3.