Choose Display Options:

Primary Actor: Player/User(human)

Stakeholder and Interests:

Stakeholder	Interests
Players	The player should be able to choose display options. The player should be able to set the background theme. The player can adjust the brightness level. The player can choose the cursor shape (default/hand).
Developers	The developer wants this specific component (choose display options) to start efficiently. The developer can fix any problem with this option when reported.

Preconditions:

- The game is initialized or loaded.

Success Guarantee (Postconditions):

- A Dialog Box (or a slide-down menu) pops up after choosing the Display Options.
- The system allows the user to set a background theme (light/dark).
- The brightness level can be adjusted.
- The cursor shape can be changed.
- A confirmation dialog box appears.

Success Scenario:

1. The player gets an option to choose the Display Settings.
2. The game setup comes with a dialog box to change the display settings.
3. The game gives an option to change the background theme (by default it is LIGHT MODE).
4. The player chooses to stay with the LIGHT MODE. [Alt 1: The player can choose the DARK MODE]
5. The game saves the mode selected by the player.
6. The player chooses the brightness level.
7. The game comes with options (default being 100).
8. The player chooses the default brightness level. [Alt 2: The player has an option of choosing 50]
9. The game saves the brightness level selected by the player.
10. The game gives an option to chooses the curser shape (by default is the DEFAULT_CURSOR).
11. The player chooses the default cursor option. [Alt 3: The player can choose Hand Shape]
12. The game saves the cursor option selected by the player.
13. The player selects "CLOSE".
14. The game resumes.

Alternative Flows:

Alt 1: DARK MODE

1. The player changes the background to DARK MODE
2. The flow resumes to Step 5.

Alt 2: BRIGHTNESS LEVELS.

1. The player chooses the brightness level 50.
2. The flow resumes Step 9.

Alt 3: CURSOR OPTIONS.

1. The player chooses the Hand Shape.

2. The flow resumes to Step 12.

Exceptions:

- If at any time the game is unable to change the display settings, the system informs the player of the failure and it displays the developer's email address to report the issue.

Special Requirements:

- The colors and sizes of objects used will be able to provide for the most common category of color blindness.
- Failure in changing any of the game set up will be displayed with the developer's email address in order to report the issue.