Sequence Diagram: Player Settings <u>GameUI</u> <u>Player Settings</u> <u>Player Name</u> Pawn Shape Pawn Colour choosePlayerSettings() choosePlayerSetting() List<playerSettings> showAllPlayerSettings() changePlayerName(String) changePlayerName() changePlayerName(STRING) displayName() changePawnShape(STRING changePawnShape() PawnShape) changePawnShape() displayPawnShape() changePawnColour(STRING changePawnColour() Colour) changePawnColour() displayPawnColour() exitPlayerSettings() exitPlayerSettings()