

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 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 system is initialized or loaded.

Success Guarantee (Postconditions):

- The system successfully changes the background.
- The system successfully changes the cursor shape.

Success Scenario:

1. The system gives the player an option to change the Display Settings, Background theme and mouse cursor.
2. The player chooses their desired background theme.
3. The system saves and applies the background theme selected by the player.
4. The player chooses their desired cursor shape.
5. The system saves and applies the cursor option selected by the player.

6. The Player chooses to close the display settings option.
7. The system closes the display settings option and resumes the program where the player left off.

Exceptions:

- If at any time the system 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 system set up will be displayed with the developer's email address in order to report the issue.