Sequence Diaram:
"Choose Display Options"

:GameUI :DisplayOption :BackgroundTheme :CurserShape

chooseDisplayOpt()

chooseDisplayOpt()

List<displayOpt>

showAllDisplayopt()

chooseTheme()

chooseTheme(x)

chooseTheme(1)

lightMode()

chooseCursor()

chooseCursor(x)

chooseCursor(1)

defaultCursor()