Malefiz Group Project
Comp-2005(Winter-2021) Iteration 1(Group-4)

4 brief use case description:

Display Settings	"Display settings" let the player to be able to configure the settings for new and current games. The configurable properties should include but not limited to, game resolutions, enable audio, color schema, enable auto save game, set player names, and enable online play enabled.
Player Settings	"Player settings" let the player to have the ability of configuring player settings in terms of levels of difficulty, and online game matching (e.g., private or public game)
Save the game for later	"Save the game for later" let the player to have the ability to save a game in progress of which all game states and settings are persisted.
Resume a saved game	"Resume a saved game" presents the player with an option to resume a previously saved game. Player should expect the game states and settings to be fully restored. In the case of online game and players are not all present, an option of selecting AI as substitute or new players should be presented.