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**Player settings Use case description**

**Primary Actor:** Player

|  |  |
| --- | --- |
| Stakeholder | Interests |
| Players | The player should be able to access the player settings in order to make appropriate changes within the settings  The player should have the option to choose a colorblind setting as well as save the current game he/her is playing |
| Developers | The developer wants the game to recognize all the changes a player makes in the settings |

**Preconditions**:

1. The game is initialized or loaded.
2. The type of player is set.
3. The difficulty for computer opponents is assigned/edited.
4. The turn order is generated.
5. Malefiez Board is displayed.

**Success Guarantee (Postconditions):**

1. The change the Player wants to make is valid and possible

**Main Success Scenario:**

1. The system allows the Player to change their player settings
2. The player selects the Player settings option available
3. The system displays the player settings in a list
4. The player has the option to make changes [Alt1: The change selected is not possible]
5. The system recognizes the changes the player has made and applies them to the current game
6. The player has the option to exit the Player Settings
7. The system closes the Player Settings and return the Player to his previous location in the program

**Alternative Flows:**

*Alt 1:* Change is not possible

1. The system displays that this change can’t be currently be made and the reason why
2. The flow resumes to Step 6

**Exceptions:**

1. If at any time the player is unable to make a certain change the system will inform them that the change is not possible and return to the settings menu

**Special Requirements:**

1. Failure in changing any of the Player settings will be displayed with the developer’s email address in order to report the issue.