# Choose Display Options:

**Primary Actor:** Player/User(human)

# Stakeholder and Interests:

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| 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 game is initialized or loaded.

# Success Guarantee (Postconditions):

* The system will give the options to choose the display settings.
* The system allows to change the theme.
* The cursor shape can be chosen.

# Success Scenario:

1. The player gets an option to choose the Display Settings.
2. The game setup comes with a dialog box to change the display settings.
3. The game gives an option to change the background theme (by default it is LIGHT MODE).
4. The players choose their desired mode. (LIGHT/DARK)
5. The game saves the mode selected by the player.
6. The game gives an option to chooses the curser shape (by default is the

DEFAULT\_CURSOR).

1. The players choose their desired cursor options.
2. The game saves the cursor option selected by the player.
3. The player selects “CLOSE”. 10.The game resumes.

# Exceptions:

* If at any time the game 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:**

1. Failure in changing any of the Display settings will be displayed with the developer’s email address in order to report the issue.
2. The colors and sizes of objects used will be able to provide for the most common category of color blindness.