

4 Brief Use case Descriptions

Player with colour deficiencies- Player requests help from the system due to colour deficiencies and the system provides some available options for the player.

Loading a saved game- The user requests a list of saved games, system retrieves the list and displays it to the user, user selects the game he wants to continue and system displays the chosen game.

Saving a game- The user selects to save the game and the system checks if the current game is eligible(if game has already ended) to be saved and if eligible saves the game otherwise sends error message to the user.

Quit the game- User selects to quit the game and the system asks if the user wants to save the game. If the user wishes to save the game the system saves it and if not the system ends the game.