Change Color Deficiency Setting

Primary Actor: Player.

Stakeholders and Interests:
(Stakeholder - Interests)
Player - Wants to switch on color deficiency accommodations if they or another player needs them and switch them off otherwise. Wants this to be quick and easy.
Parent - Wants to switch on color deficiency accommodations for child players who need them.

Preconditions: None.

Postconditions: The display of the board matches the color deficiency setting.

Main Success Scenario:
1. The system indicates to the user whether color deficiency accommodations are active or inactive.
2. The system gives the user the option to toggle the color deficiency accommodations or leave them as is.
3. The user chooses to toggle the accommodations or leave them as is [use case ends].
4. The system switches accommodations from inactive to active [Alt 1 - color deficiency accommodations are already active].
5. The system informs the use whether color deficiency accommodations are active or inactive [use case ends].

Alternative Flows:
Alt 1 - color deficiency accommodations are already active
1. The system switches accommodations from active to inactive.
2. Flow resumes at Main Success Scenario step 5.

Exceptions: None.

Special Requirements: None.

Open Issues: What will the board look like when accommodations are active?