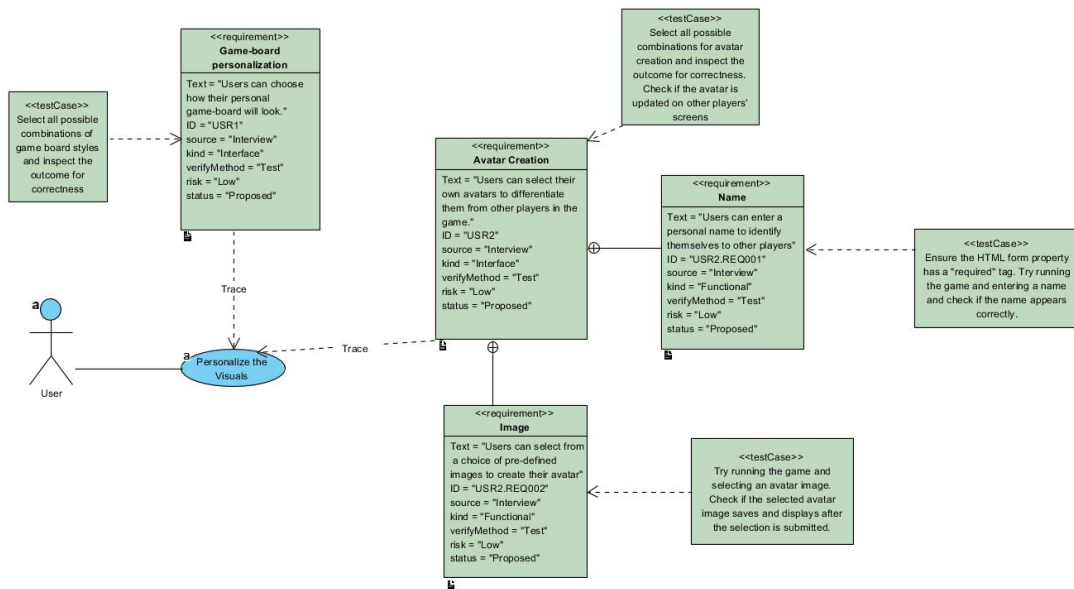# Rummy-O Game
Use Case: User Personalization

Requirements Model and Use Case:

1 Brief Description

This use case describes how the player can personalize the display of their game screen during gameplay

2 Actors

2.1 Player

3 Preconditions

There is an active game; the game has not been won and the player has not quit the game.

The player is waiting for their turn.

There is an active network connection to the game room.

4 Basic Flow of events

1. The use case begins with the player clicking the personalize button.
2. The game verifies that it is not currently the player's turn.
3. A personalization display (with the personalization options) is overlaid onto the game display.
4. The personalization display shows four options
   a. Reset - resets the game's look to default state.
   b. Change name - allows player to change their in-game name

       c.   Change board theme - allows player to change the look of their board from a list of preset options

       d.   Change avatar - allows player to change the look of their avatar from a list of preset options

5. The player uses their mouse to click on one of the aforementioned 3 options
6. The player is redirected to the respective screen.
7. The player types a new name or selects a new board theme/new avatar accordingly
8. The player's choices are updated in real-time so they can see a preview of their choices.
9. The player clicks accept changes.
10. The game saves the player's choices and applies the changes to their game display.
11. The personalization overlay exits.
12. Use case is completed successfully

5 Alternate Flows

5.1 Player's turn begins during personalization

If the player's turn begins during and interrupts the personalization process, then
1. The personalization overlay exits
2. The use case exits with failure condition and is reset to step 1.

5.2 Game ends

If another player wins the game in their turn while this player is customizing the game's look, then
1. The personalization overlay exits immediately
2. All players are kicked out of the current game room.
3. The use case ends with a failure condition.

5.3 Player does not accept changes

If in step 9 the player chooses to decline changes, then
1. The player's choices are not saved and not applied.
2. The personalization overlay exits.
3. The game reverts back to the previously saved game style.
4. The use case is completed successfully

5.4 Player loses network connection to the game

If the player loses network connection or chooses to manually sever the connection by quitting the game during the personalization process, then
1. The player is no longer part of the game room.
2. The use case ends with a failure condition.

6 Post Conditions

6.1 Successful Completion

The player's choices are saved and then applied to the game.

6.2 Failure Condition

The player's choices are not saved or applied to the game.