

Fully Dressed Use Case: Selecting Color Accessibility Mode

Primary Actor: Player

Stakeholders and interests:

Player – wants to change color to adjust for color vision deficiency.

Preconditions:

Player wants to start a new game.

Main Success Scenario:

1. The player requests to change the color of the game.
2. The system provides all the available color modes.
3. The player selects the appropriate color settings.
4. The system changes the color and prompts the user if they want to keep the settings.
5. The player approves the selection. [Alt 1: Does not approve]
6. The system saves the setting and applies it all over the game.
7. The system notifies the player that they have successfully set the color settings for the rest of the game. [use case ends].

Alternative Flows:

Alt 1: Player doesn't approve the color setting.

The system notifies the player that their selection was not confirmed. The user is taken back to the menu with the default color.

Exceptions:

If at any time, the system is unable to change color, the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Open issues:

None.

Special Requirements:

Provide the name and nature of each color setting for the player to understand it.