Play Solitaire

User

<<Interface>>
UIHandler

<<Control>>
Controller

User → UIHandler: Click play button

UIHandler ⇠ User: Mode Selection screen

User → UIHandler: Select mode → Controller: mode(mode)

UIHandler ⇠ User: Difficulty Selection Screen

User → UIHandler: Select Difficulty → Controller: difficulty(difficulty)

UIHandler ⇠ User: Solitaire game screen

Select Theme

User	<<Interface>> UIHandler	<<Control>> Controller	<<Entity>> Theme

User → UIHandler: Go to home screen

UIHandler ⇢ User: Home screen

User → UIHandler: Slide open side menu

UIHandler ⇢ User: Side menu

User → UIHandler: Go to theme section

UIHandler ⇢ User: All available themes

User → UIHandler: Select theme → selectTheme() → Controller → theme(theme) → Theme

UIHandler ⇢ User: outlined selected theme

User → UIHandler: Slide side menu closed

SFX Volume

| User | <<Interface>> UIHandler | <<Control>> Controller | <<Entity>> SFX Volume |

Select settings →

Settings menu ⇠

Hold SFX slider →

highlighted slider ⇠

Move slider → adjustedSfxVolume(sfxVolume) → Adjusted sfx volume:=moveSlider(sfxSlider) →

Music Volume

User → UIHandler: Select settings
UIHandler ⇢ User: Settings menu
User → UIHandler: Hold Music slider
UIHandler ⇢ User: highlighted slider
User → UIHandler: Move slider
UIHandler → Controller: adjustedMusicVolume(musicVolume)
Controller: adjusted music volume:=moveSlider(musicSlider)

<<Interface>> UIHandler

<<Control>> Controller

<<Entity>> Music Volume

Move Assist

User	<<Interface>> UIHandler	<<Control>> Controller

User → UIHandler: Select settings

UIHandler ⇠ User: Settings menu

User → UIHandler: Select move assist box

UIHandler → Controller: moveAssist(moveAssist)

UIHandler ⇠ User: move assist box filled or empty

Optionally select box again

View Stats

User

<<Interface>>
UIHandler

<<Control>>
Controller

<<Entity>>
Statistic

Select Settings

Settings menu

Select view stats

stats menu

select a stat

selectStat(stats)

statistic(statistic)