# Switch Menu Use Case
# Group 5

**Primary Actor:** Player
**Stakeholders and Interests:**

- *Player:* wants to switch menus for exploration and customization of the game.

**Preconditions:**

- The player must be able to start and get to the home page of the game.

**Success Guarantee (Postconditions):**

- The user is able to select different menus successfully.
- The system then displays the information of what the particular menu does.
- The user is able to explore and customize the game as desired.
- Then the user can continue the game.

**Main Success Scenario:**

1. The user requests to switch between the game menus.
2. The system allows user to load each game menu one at a time. [Alt1: User selects start game menu, Alt2: User selects load game menu, Alt3: User selects display settings menu]
3. The system allows the player to customize the game as desired.
4. The system records any changes or user selection.
5. The system then allows the user to go back to the main menu.
6. The system then processes the changes/selection.
7. The system updates the game according to the user preferences. [Use Case Ends.]

**Alternative Flows:**

Alt1: User selects start game menu

1. The user wants to start a new game at any point in time.
2. The system informs the user that a new game is about to start.
3. The user selects to continue.
4. The system then processes the request and displays a new game board.
5. Flow resumes at Main Success Scenario Step 6.

Alt2: User selects load game menu

1. The system provides information about loading a previously saved game.
2. The system allows the user to select and open a saved file.
3. The system processes the request and loads the selected file.
4. Flow resumes at Main Success Scenario Step 6.

Alt3: User selects display settings menu

1. The system displays different customization options available to the user.
2. The user customizes the game as desired.
3. The system notifies about the changes to the user.
4. The system records the user preferences.
5. Flow resumes at Main Success Scenario Step 6.

**Exceptions:**

- If the system is unable to save the changes/selection, the user should be able to try again.

**Special Requirements:**

- The system should be able to notify the user about the changes in settings.

**Open Issues:**

- How to load the changes and refresh the game in the real time?