Catering

Use Case

Group 5

Primary Actor: Player

Stakeholders and Interests:

- **Player:** Wants to be able to change board colour according to colour deficiency, should be able to see the board colour change before confirming, should be able to change font size.

Preconditions:

- Player wants to change colour to cater for their or others colour blindness.
- Player wants to change font size to cater for near sightedness or just for ease of viewing.
- Must be at least one human player.

Postconditions:

- The player successfully selects the board colour of choice.
- Was able to see change in colour of the Focus board before confirming.
- Player was successful in changing font size.

Main Success Scenario:

1. The system provides the player from a group of board colours to choose from.
2. The player selects the colour of choice.
3. The system changes the colour of board accordingly [Alt1: player not content with choice of colour].
4. The system allows the player to confirm their choice.
5. The player confirms their choice.
6. The system allows user to change font size.
7. The player selects the font size of choice.

8. The system changes font size accordingly [Alt2: player not content with choice of font size].
9. The system displays the board with the colour selected by player and preferred font size.

Alternative Flows:

Alt1: Player not content with choice of colour

1. Flow resumes at Main Success Scenario step 1.

Alt2: Player not content with choice of font size.

1. Flow resumes at Main Success Scenario step 6.

Exceptions:

- If player for some reason decides to not want ability to change board colour, system automatically chooses default board colour.
- If player for some reason decides to not want to change the size of font, system automatically chooses default font size.

Special Requirements:

- Should have a wide range of colour and font size to cater to any sort of colour blindness and/or near sightedness or just change font size for ease of viewing.

Open Issues:

- How to allow player to be able to change colour of board mid game? Should we allow it?