

<u>Use Case</u>	<u>Description</u>
<u><b>Toggle color deficiency mode</b></u>	The user selects colour-blind mode. Then the system changes the colour of all displayed objects.
<u><b>Change turn</b></u>	The playing order is <b>blue, yellow, red, green</b> . The user can see who will be the <b>next</b> and <b>whose turn is it</b> .
<u><b>Choose computer Strategy</b></u>	There will be <b>3 strategies</b> for the user to choose: <b>Easy, Medium and Hard</b> . They will display at the <b>beginning</b> of the game(possible in a new frame).
<u><b>Calculate score(detect winner )</b></u>	Calculate the number of the different color squares <b>respectively</b> . The result ( <b>All players' scores and the winner</b> )will be listed at the end of the game(possible in a new frame).
<u><b>Get hint</b></u>	The user can selects " <b>Hint</b> " or not. If the user chooses it, the computer will give the user a choice that how to lay the pieces( <i>the user has</i> ) at <b>at least one</b> possible position for this round.