

4 other Brief Use Case Descriptions:

- **Adjust Settings:**

The player accesses the game settings and makes modifications to their preferred configuration options, including the number of players, difficulty level, sound and visual settings, parental control options, and accessibility features. The system verifies and saves the changes made. The player is informed that the changes have been successful.

- **Load a Saved Game:**

The player selects a previously saved game from a list of available saved games. The system retrieves the saved game information and displays the current state of the game. The player(s) can then continue playing from where they left off.

- **Show Screen Time Advisory:**

The user tries to start setting up their third consecutive game. A brief and friendly message appears, telling the user that while Can't Stop is a great game, too much screen time can be a bad thing. The user has the option to dismiss the message and continue playing, or to take a break. The system will repeat this message after every third consecutive game.

- **Quit the Game:**

The player has the option to quit the game at any time during play. When the player chooses to quit, the system prompts them to save the game or abandon it. If the player(s) decides to save the game, the current state of the game is saved for future use. If the player(s) choose to abandon the game, the current state of the game is discarded. The system then returns to the main menu or the game selection screen.