Fully Dressed Use Case 5: Player Settings

Primary Actor : Host Player

Stakeholders and Interests:

Stakeholders	Interests
Player	Wants to customize game settings, Wants to assign types of players (human or computer) Wants to select computer difficulty (Easy/Hard), Wants settings to be saved for future games
Other Player(Human and/or Computer)	Want fair game conditions based on agreed settings, Want to see the customized game parameters
Developers	Wants settings that comply with accessibility requirements, Requires that the system correctly records and applies settings to execute proper game initialization
Distributors	Reaching the target gaming audience, ensuring the availability of the product and its updates.
Customer Support	Handling failures with the game if it assigns wrong settings, Assisting with any game queries, Handling complaints, Providing tailored solutions keeping the company's reputation in mind

Preconditions:

- The new game is in the setup phase (not yet started).
- The host player has successfully accessed the Main menu.

Success Guarantee (Postconditions):

- Game settings (player count, AI difficulty, accessibility) are saved.
- Players (human or Computer) are assigned and ready for gameplay.
- The game reflects the new settings in subsequent board display.
- Settings are saved for future game sessions if requested.

Main Success Scenario:

1. The player selects the "New Game" option from the main menu.
2. The system displays the Player Settings screen with options for configuring the game.
3. The system provides options for the player to select the number of players (2, 3, or 4).
4. The player selects the desired number of players for the game (2, 3, or 4). [Alt1: *Host Player Exits*]
5. The system provides options for the player to select if they want a computer player or not.
6. The player selects whether they want a computer player or not. [Alt2: *Host Player exits Computer Player Menu*] [Alt3: *'No Computer Player' selected*]
7. The system prompts options for the player to select AI level difficulty (Easy or Hard Mode).
8. The system also prompts an option to activate a monochromatic scheme designed for colour vision deficiency or play normally.
9. The player configures and selects accessibility options for color vision deficiency. [Alt4: *Default Accessibility Settings*]
10. The system confirms the settings and initializes the game board.
11. The system shows the game board with all player information and options to save or reset the game. [Alt5: *Player chooses to save*]
12. The system shows the player, the game is now ready to roll the dice and start the game. [Use Case Ends]

Alternative Flows:

Alt1:   *Host Player Exits*

1. At any point before confirming the number of players, the player may cancel the setup.
2. The system discards the unsaved changes and returns the player to the main menu.
3. Flow resumes at step 1.

Alt2:   *Host Player exits Computer Player Menu*

1. At any point before confirming the computer player, the player cancels the setup.
2. The system considers the number of players selected and takes the user to the initialized game board.
3. Flow resumes at step 10.

Alt3:   *'No Computer Player' selected*

1. The host player chooses not to have a computer player.
2. The system directs the user to monochromatic settings prompt.
3. Flow resumes at Step 8.

Alt4:   *Default Accessibility Settings*

1. The player chooses not to modify the accessibility settings.
2. Flow resumes at Step 10.

Alt5:   *Player chooses to save*

1. The player requests to save the game.
2. System saves the current game state.
3. Flow resumes at step 1.

Exceptions:

● If the system fails to save or apply settings, the system informs the player of the problem and attempts to record the time and nature of the failure. The use case ends.
● If the system fails to retrieve default settings when displaying the Player Settings screen, it notifies the user of the issue and falls back to factory defaults. The user is informed that settings will need to be re-entered manually. The use case ends.

Special Requirements:

- The system must apply color schemes appropriate for users with color vision deficiency when such accessibility options are enabled.
- The settings menu should be easy to navigate.
- Settings must save/load within 5 seconds.
- Settings should be saved between game sessions.
- The system must cater to users with color vision deficiency by providing alternative visual cues.
- The game should allow saving and resuming sessions.

Open Issues:

- What are the detailed specifications for the colour accessibility mode (e.g., specific colour palettes or alternative representations)?
- Should players be able to save multiple profiles with different settings?
- Should computer players have more than two difficulty levels in future versions?
- Should the system allow for reordering or editing player settings after the initial configuration?