

Brief Use Cases Description

1. Save and Exit Game:

User(s) decides to stop the game without reaching a natural conclusion. User saved the game. The system stores and records the current position of the game and creates a file that can be accessed later. The user is informed that the game is saved. User closed the game by selecting Quit option.

2. Selecting a Colour Palette:

User(s) selects the default colour palette or colour deficient mode. The Game saves the selected option, and the system loads the game in the colour palette selected by the user.

3. Selecting Difficulty mode:

User(s) selects the Easy or hard difficulty mode. The Game saves the selected option, and the system loads the game in the chosen mode of difficulty.

4. Selecting Number of players:

User(s) selects the number of players for the game that is two or four. The Game saves the selected option, and the system loads and run the game for the number of players selected by the user.