

Choose Display Settings

Primary Actor: Player

Stakeholders and Interests:

Player: wants to choose the display settings of the game to load the game in a desired colour palette. Wants to change the color palette for a currently initialized or loaded game.

Pre-condition:

The player must have setup the game by choosing the number of human and computer players and setting the difficulty of the computer players.

Success Guarantee (Postconditions):

The game loads successfully in the desired colour palette selected by the player.

Main Success Scenario:

- 1.) The system prompts the user to select the colour palette in which they want to load the game.
- 2.) The system displays two color options, the default color palette or vision deficiency to choose from.
- 3.) The player chooses the desired colour palette.
- 4.) The system records the selection.
- 5.) The system loads the game in the desired colour palette selected by the user.
(Alternative 1)

Alternative Flows:

Alternative 1: User want to change the display setting after the game has loaded.

➔ Flow continues at step 2

Exception:

If at any point the system is unable to prompt the user to select a color palette, an error message will be raised outlining the issue.

Special Requirements:

Colours, designs, and text fonts used in the game should be compatible with players having colour deficiency.

Open Issues:

If in between the game the player wants to change the display settings, then loading the game after changing colour palette from the exact same state is an issue that hasn't been solved yet.