Choose Display Settings

Primary actor: Player

Stakeholders and Interests:

- Player: wants to configure display settings and for no further bugs and glitches to arrive, wants multiple options of display color and text fonts, wants the process to be simple and clear.
- Game Developer: wants the game to provide simple and clear options for choosing display mode, wants the player to be able to select from a variety of color options.

Preconditions:

- Player is identified and authenticated by system. Player has a profile.

Success Guarantee (Post Conditions):

- Player is aware of change in the chosen color for display (game board, cones). Player has confirmation of changing the color for the display. Player's profile is updated based on the selected color option.

Main Success Scenario:

1. The user requests a list of colors available for display. [Alt1: No color options available]
2. The system retrieves a list of colors available and displays the list to the user.
3. The system provides the user with the opportunity to select a color or to exit the use case [Use Case Ends].
4. The user selects a color for the display.
5. The system retrieves the details for the chosen color, including the color code, hue, lightness, and saturation and displays the details to the user.
6. The system displays the selected color option.
7. The user confirms that he or she wants to select the color option. [Alt2: User declines to the color option]
8. The system records that the user has selected the chosen color options, updating the list of color options chosen by that specific player.
9. The system informs the user that color option has been successfully applied.
10. The system provides the user with the opportunity to select further color options [Alt 3: User selects further color options] or to exit the use case [Use Case Ends].

Alternative flows:

Alt1: No color options available

1. The system informs the user that no color options are currently available for display. Use case ends.

Alt2: User declines the color option.

1. Flow resumes at Main Success Scenario Step 10

Alt3: User selects further color options.

1. Flow resumes at Main Success Scenario Step 3

Exceptions:

- If at any time the system is unable to display the correct colors, then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.
- If any time system is unable to retrieve previous color options for the specific player, then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Special Requirements:

- Colors and sizes of text fonts used must provide - or be able to provide - for the visually impaired (e.g., color blindness).
- Change of text font size and color of display to be provided to user within 60 seconds of submission.

Open Issues:

- What if the color selected for the board conflicts or matches with the color of the cones?
- Do we have a full range of colors for the display setting?
- Do we keep a track/record of the colors selected by a specific player.