Can't stop
Four Brief use cases

Save
Primary actor: player
preconditions: there is an ongoing game.

The player chooses to save the game and selects the save option from the UI. A file chooser appears and the user can create a new save or select a save to be overwritten. A text file is created (or updated if an existing save is chosen) and all the information of the game is stored within. This information includes cube positions, turn conditions and the color setting the player is currently using. The process is finished when the text file has been successfully created or updated and the associated windows close. Exceptions such as incorrect file format or a text file that is not a save file will be handled and the player may choose another file.

Load
Primary actor: player
preconditions: the player has chosen play in the start menu and selects the load game.

The player chooses to load a previously saved game and selects the load option from the game menu. A file chooser appears and the user may select any .txt files that contain a save game from before. The data from the save file is read by the program and the previous game with the correct cube positions, turn and color setting will then be loaded and displayed. The file chooser will then be closed. Exceptions such as incorrect file format or a .txt file which is not a save file will be handled and the player may choose another file.

Hint
Primary actor: player
preconditions: the player is participating in a game and has been inactive for more than 45 seconds during their turn.

If the player is participating in a game and they stay inactive during their turn for more than 45 seconds a small button with a question mark symbol appears on the screen and the player is able to click on it. If they choose to do so a label will be shown with the instructions of the game and suggestions for using the color settings if they are not able to adequately distinguish the colors from one another.

Color settings and choosing a color profile.
Primary actor: player
preconditions: the player has chosen settings in the start menu and selects the color calibration button.

When the player selects the color calibration button a window appears, and the player is given the simple instruction that they will see four color pallets and the number associated with it would be their color profile during game start process. The series will be as follows: first it will be the normal colors and then the recommended color setting for the four most common types of color blindness. When the player chooses yes, they will be given a number between 1 and 5. This will be their color profile and it can be chosen in each game they start and will be remembered upon a load. Finally, when the player chooses ok, they will be returned to the setting page and the panel is closed.