Choose Player Settings

User	Game	HumanPlayer	Piece

User → Game: playerSettings()

Game ⇠ User: player settings dropdown

alt **[User makes no changes]**

User → Game: cancel()

Game ⇠ User: return to settings menu

[User makes changes]

User → Game: choosePlayerName(name)

Game → HumanPlayer: setName(name)

User → Game: choosePieceColour(colour)

Game → Piece: setColour(colour)

opt **[User discards changes]**

User → Game: cancel()

Game ⇠ User: printWarningMessage()

User → Game: chooseAccept()

Game → HumanPlayer: setName(default)

Game → Piece: setColour(default)

Game ⇠ User: return to settings menu

User → Game: saveChanges()

Game ⇠ User: save changes, return to settings menu