Choose Player Settings

User	System	HumanPlayer	Piece

User → System: playerSettings()

System ⇠ User: player settings dropdown

alt [User makes no changes]

  User → System: cancel()

  System ⇠ User: return to settings menu

User → System: choosePlayerName(name)

System → HumanPlayer: setName(name)

alt [User discards changes]

  User → System: cancel()

  System ⇠ User: printWarningMessage()

  User → System: chooseAccept()

  System ⇠ User: return settings to default, return to settings menu

User → System: choosePieceColour(colour)

System → Piece: setColour()

alt [User discards changes]

  User → System: cancel()

  System ⇠ User: printWarningMessage()

  User → System: chooseAccept()

  System ⇠ User: return settings to default, return to settings menu

User → System: saveChanges()

System ⇠ User: save changes, return to settings menu