Use Case: Choose Player Settings

Primary Actor: User (at least one Human player)

Stakeholders and Interests

User: Desires a conceptual 'player' configured by themself to further personalise and improve the user's experience in the game.

Pre-Condition:
The user has opened the game and opened settings.

Post-Conditions

The user's new player settings are saved, or unchanged settings are preserved.

Main Success

1. The user selects the player settings option.
2. The system displays screen with changeable properties.
3. The user gives a default name.
     [**Alt 1**]
4. The user chooses their preferred piece color.
     [**Alt 2**]
5. The user accepts the changes made.
     [**Alt 2**]
6. The system updates the player settings.
7. The system returns to the previous screen/menu.

Alternative Flow

Alt 1: The user makes no changes.

1. The flow proceeds to step 7.

Alt 2: The user discards changes made.

1. The flow proceeds to step 7.

<u>Open Issues</u>

1. Additional player settings to add.
2. Repetition of Alternate flows in main success.