

Use case description: Choose Display Options

Primary Actor: User (at least one Human player)

Stakeholders and Interests:

User: Desires to change the display of the game to allow enjoyable play for people with color deficiency so that all players can experience the game.

Pre-Conditions:

The game is opened and there is a settings tab configured.

Post-Conditions:

The user's new display settings are saved, and it updates the board accordingly.

Main Success:

1. The user selects the settings option.
2. The system displays settings available.
3. The user selects the display option.
4. The system displays the display settings that can be selected.
5. The user selects their preferred display option.

[Alt 1: The user exits the menu]

6. System changes and saves the display to the selected display option.

Alternative Flow:

[Alt 1: The user exits the menu]

1. The system does not change the display settings.

Special Requirements:

An OS that can run jar files including the required JDK.

Open Issues:

Allowing all users to have their own display setting.