Enabling and Disabling hints:

Primary Actor:
Player

Stakeholders & Interests:
Developers: Wants the Player to be able to disable and enable hints whenever they want.
Player: Wants to be able to disable and enable hints as needed.

Preconditions:
Player must have started the game

Postconditions:
If hints were enabled, they will be disabled. If they were disabled, they will be enabled.

Main Success Scenario:
1. System display's option to enable hints (alt 1)
2. Player decides to enable hints for their game.
3. System turns hints on and displays hints to the player

Alternative Flows:
1. If hints are already enabled, the system will instead display an option to disable them and the Main Success Scenario will change accordingly.

Exception:

If at any time the system is unable to retrieve, record or provide details then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Special Requirements:

None