**Use Case UC4:** Configure The Game

**Scope:** Chevy Lokum Legend Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

-Player wants to configure the game.

-Game Storage needs the configurations to initialize the game.

**Pre-conditions:**

-System should be able to write files on hard disk.

**Post-conditions:**

-Configurations are determined and written on file.

**Main Success Scenario:**

1. Player selects configurations from the main menu
2. System displays 2 options: User Profile Configurations and Sound Configurations.
3. Player selects User Profile Configurations. System displays user profile configurations.
4. Player changes active user’s name.
5. The user name is updated by the system.
6. Player selects Sound Configurations.
7. System opens Sound options menu.
8. Player configures sfx and music.
9. System updates the sound options and returns to previous menu.

**Alternative Flows (Extensions):**

\*a. At any time, if the system fails

1. Try to write current configurations to appropriate files.

2. System exits.

5a. Player creates a new user profile.

1. Player selects to create a new user profile
2. System opens a pop-up and asks for a user name.
3. Player enters a name.
4. Pop-up is closed and a new user profile is created by the system.

5b. User deletes a player.

1. Player selects a user profile and deletes it.
2. System deletes the user profile that the player selected.

2a. If player deletes the active user profile, system automatically sets the previous user profile from the users list.

2b. If there is only one user profile, system doesn’t allow to delete and shows a warning window.

5c. Player selects an existing player

1. Player selects an existing user profile from the users list.
2. Player returns to previous menu.
3. System changes the active user profile with the user chosen in the users list.