

3a. Requirements - New Use Case Description 1: Change Game Color Theme

Change Game Color Theme:

Primary Actors	Human players
Stakeholders and Interests	Human players, Developers, Testers
Preconditions	<ol style="list-style-type: none">1. The settings button exists and the settings menu works properly.2. The game program is running and waiting for input at the main menu.
Postconditions	<ol style="list-style-type: none">1. The game shows the corresponding color theme that the human player selected.2. The game is back at the main menu and ready for more user input.
Main Success Scenario	<ol style="list-style-type: none">1. The human player clicks the setting menu.2. A drop down menu is shown and the player is able to choose which theme he or she wants3. Human player chooses the color theme.4. The game shows the corresponding colors.
Alternative Flows	The human player uses the system default color directly without any selection.
Exceptions	The game might have an error and not save the selected color theme.
Special Requirements	The human player may choose the color theme again before they start the game.