

## **Brief Use Case Descriptions**

### **Player Quits a Game**

Human Player decides to quit a game. Player exits match and game asks if progress would like to be saved. Game exits to menu.

### **Player Resumes a Game**

Player clicks resume game from main menu. Program brings players back to the game that was previously suspended.

### **Player Exits Program**

Player clicks exit program from main menu. Program shuts down and exits back to the desktop.

### **Game Ends**

A game is completed and the results about who win are shown by the program. The game quits to the main menu.

### **Player Changes Game Colors**

Player Clicks on setting menu and then clicks change color theme. Player is presented with color options. Player clicks their preferred option and the game updates colors to match the choice.

### **Player Changes Hint Settings**

Player clicks on setting menu and then clicks the hint option button to cycle hints on or off.