



Fully Dressed Use Case Description

Change Soundtrack

Banana inc.

Primary Actor:

Player

Stakeholders	Interests
Players	Want to be able to change between certain music options to keep the game feeling fresh.

Preconditions:

The game is either being set up or is paused (i.e., in a halted state).

Success Guarantee (Postconditions):

Game's soundtrack has been changed, as desired by the player.

Main Success Scenario:

1. The player navigates to **settings** from the **main menu**.
2. The system displays a list of settings menu items.
3. The system displays a list of music tracks under music menu item.
4. The player chooses the desired track.
5. The player confirms the changes made and returns to the **main menu**. *[ALT 1: The player cancels] [ALT 2: The player attempts to return to the **main menu** without confirming the changes]*

Alternative Flows:

ALT 1: THE PLAYER CANCELS

- The system resets the music to the original state before changes.
- The system returns the player to the **settings** menu.

ALT 2: THE PLAYER ATTEMPTS TO RETURN TO THE MAIN MENU WITHOUT CONFIRMING THE CHANGES

- The system prompts the player whether they wish to save changes or return without saving.
- The player confirms their choices.

Exceptions:

- The window closes unexpectedly.
- If the player closes the game window in the middle of the settings, the system prompts the user if they want to save their changes.

Special Requirements:

- Colors and sizes of text fonts used must provide or be able to provide for the visually impaired (e.g., color blindness).
- The soundtrack selection process must not be unnecessarily complicated, as to cater for users of all ages and levels of computer familiarity (which is also the overall goal of the game design)

Open Cases:

- How to implement music selection.
- How will settings save and be persistent between game instances.