Toggle Hints

Primary Actor: Player

Stakeholders and Interests:

- Player: Wants to be able to toggle hints on and off

Precondition:

- The player has compiled the game
- The player has started/loaded a game

Success Guarantee (Postconditions):

- The player has pressed the "toggle hints" button, and the hints turn on/off as selected

Main Success Scenario:

1. The system presents the player with a choice to toggle hints
2. The player chooses to toggle hints on/off
3. The system updates the choice and turns hints on/off to what the player selected

Exceptions:

- If the game has finished then hints will be automatically disabled

Open Issues:

- What if one player wants hints but another player doesn't?