Use Case	Colour Deficiency
Actor	Player
Stakeholders & Interests	• Players - Choosing an appropriate colour scheme for the board and robots that can accommodate a visual deficiency.
Pre-conditions	Player successfully started a new game.
Post-conditions	The system displays a GUI for the game with the selected colour setting, allowing the player(s) to differentiate between all game pieces.
Main Flows	1. The system displays three colour palette options to the user in the settings. 2. The user selects their preferred colour palette from the provided options. (The UltraVision colour palette is created for those with a colour deficiency) 3. The system records the user's selection. 4. The user confirms their settings for the game. [Alt 1: The user elects to further adjust colour palette settings] 5. The system creates and displays a game GUI based on the selected colour palette.
Alternative Flows	Alt 1: The user elects to further adjust colour palette settings. 1. Flow resumes at main flow 1.
Exception	• If at any time during the use case; the system is unable to record or provide details, then the system informs the user of the problem, and the use case ends.
Special Requirements	• Ensuring all types of colour deficiency is covered by the options provided.
Open Issues	• How should the colour combination of the colour deficiency option be determined?