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| Use Case | Color Deficiency |
| Actor | Player |
| Stakeholders & Interests | Player - Choosing appropriate colors for the board and robots from provided color options. |
| Pre-conditions | The player has requested for a new game setting. |
| Post-conditions | The player has successfully chosen the particular color for robots and gameboard. |
| Main Flows | 1. The system provides an opportunity to the user to select a preferred color from one of the provided color options. 2. The user selects one of the options from the provided list (*Alternative scenario: The user fails to select any option*). 3. The system requests the user to confirm their selection. 4. The user confirms their selection. 5. The system creates a gameboard and robots with the preferred color selection. |
| Alternative Flows | 1. The user fails to select any option.  * The system recognizes and requests the user again to select one of the option. |
| Exception | * If the program is closed, the system asks the user if they want to save the game or quit. If the user decides to save the game, the system will save game progress and the use case ends. Otherwise, the use case ends without saving. |
| Special Requirements | * Ensuring all types of color deficiency is covered by the options provided. |
| Open Cases | * How to determine the color combinations of the provided options. |