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| Use Case | Colour Deficiency |
| Actor | Player |
| Stakeholders & Interests | Player - Choosing appropriate colours for the board and robots from provided colour options. |
| Pre-conditions | The player has requested for a new game setting. |
| Post-conditions | The player has successfully chosen the particular colour for robots and gameboard. |
| Main Flows | 1. The system provides the user an opportunity to select a colour palette from a list of palette options. 2. The user selects their preferred colour palette 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 system creates a gameboard and robots with the preferred colour 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 colour deficiency is covered by the options provided. |
| Open Cases | * How to determine the colour combinations of the provided options. |