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| Use Case | Colour Deficiency |
| Actor | Player |
| Stakeholders & Interests | * Players - Choosing an appropriate colour scheme for the board and robots that accommodates their visual impairment. |
| Pre-conditions | A player has requested to start a new game. |
| Post-conditions | The system displays a gameboard with the selected colour settings, allowing the player(s) to differentiate between all game pieces. |
| 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. 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 gameboard and robots 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 the program is closed, the system asks the user if they want to continue game setup or quit. If the user decides to continue, the use case resumes. Otherwise, the use case ends. * If an 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 can the colour combinations of the provided options be determined? * Are the colours of the tokens affected by the palette settings? |