

Primary Actor: Player

Stakeholders and Interests:

Player: wants to view the game to their own preference, wants to have an option to enable/disable colorblind-friendly mode and full screen mode whenever they want.

Preconditions:

The player selects on “Choose Display Options”.

Success Guarantee:

The player is able to change display settings during the gameplay or even before the game has started. The game visuals change according to the player’s choice of settings.

Main Success Scenario:

1. The system shows the current state of display settings.
2. The system allows the player to toggle between full screen/window mode.
3. The system allows the player to toggle colorblind-friendly mode for each individual player.
4. The system allows the player to apply current settings or to cancel it [Use Case Ends].
5. The player chooses to enable/disable full screen mode.
6. The player chooses to enable/disable colorblind-friendly mode for each individual player.
7. The player selects Apply. [Alt1: The player selects Cancel]

8. The system prompts the player to confirm their changes.
9. The player confirms to apply changes. [Alt2: The player declines to apply changes]
10. The system changes the game visuals according to the changes made. [Use Case Ends]

Alternative Flows:

Alt1: The player selects Cancel

- The system checks if any changes has been made [If no changes has been made then the Use Case Ends].
- The system prompts the player to confirm that they want to cancel changes.
- The player confirms to cancel changes. [Alt3: The player declines to cancel changes]
- The system reverts to previous display settings. [Use Case Ends]

Alt2: The player declines to apply changes

- Flow resumes at Main Success Scenario Step 1.

Alt3: The player declines to cancel changes

- Flow resumes at Main Success Scenario Step 1.

Exceptions:

None.

Special Requirements:

None.

Open Issues:

None.