Primary Actor: Player

Stakeholders and Interests:

Player: Wants to change settings to better suit their preferences, and do so during the game.

Preconditions:
The player has been through the setup process.

Success Guarantee:
Settings are updated for this game and the board state remains valid.

Main Success Scenario:
1. The player selects settings at any time from the game board.
2. The system ensures the CPU difficulty setting is locked.
3. The system displays all settings: CPU difficulty, names, and whether a player is a Human or a CPU.
4. The player selects any valid settings they wish to change (Player names, human/CPU player status) and edits them.
5. The player select any display options they wish to change [Extension: Change Display Options use case]
6. The system records the new settings.
7. The player exits the settings menu. [Alt1: Player Changes Their Settings] [Use Case Ends]

Alternative Flows:

Alt1: Players Change Their Settings

1. The system preserves settings entered so far and does not generate the board.
2. Flow resumes at step 3.

Exceptions:
If invalid settings are somehow selected, setting changes will be discarded.

Special Requirements:
None.

Open Issues:
What if a player wants to take over a CPU/be taken over by a CPU?