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, colorblind mode, names, and whether a player is a Human or a CPU.
4. The player selects any valid settings they wish to change (Colorblind mode, player names, human/CPU player status) and edits them.
5. The system records the new settings.
6. The system checks if any player has selected colorblind-friendly symbols in a non-networked game.[Alt 2: Otherwise, Move On.]
7. The system provides a prompt to enable the colorblind setting for all players.
8. The player(s) accept the prompt. [Alt 3: Prompt declined]
9. The system enables the colorblind for all players and CPUS.
10. The player exits the settings menu. [Alt4: Player Changes Their Settings] [Use Case Ends]

Alternative Flows:

Alt1: If true, Colorblind Prompt
1. The system enables the colorblind-friendly option for all Players and CPUs. Flow resumes at step 10..

Alt2: Otherwise, Move On
1. Flow resumes at step 10.

Alt3:Prompt declined
2. Flow resumes at step 0..

Alt4: 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?