

Group #4

Iteration #2

Display Options

A Use Case Description

Primary Actors:

- There will be up to maximum of four primary actors when changing the display options who are the players playing the game.

Stakeholders and Interests:

- The stakeholders are the players of the game, especially those with color deficiencies. They will be affected by the way the game is displayed to them via the theme or colors used in game pieces.

Preconditions:

- The preconditions for setting and changing display options are as listed below:
 - a. The game board has been successfully set-up.
 - b. All players including automated players have been set (their user name and number of tokens).

- c. The skill level of the automated players (if there is any) have been set.
- d. The difficulty of the board has been set.

Postconditions:

- All players agree to the changes and are happy with the result of the changes.

**Main Success
Scenario:**

- The success scenario for a user to change the display settings of the game is as listed below:
 1. The user selects the option for display settings.
 2. The system provides the available choices of the display settings (themes, colors) to the user to choose from.
 3. The user chooses an option among available display options.
 4. The system changes the chips and players on the board (GUI) to match the option selected by the user.
 5. The system shows the changed board sample to the user.
 6. The system saves and finalizes the changes made by the user.

Alternative Flows:

- The alternative flow that can happen when a player changes the display option are listed below:

Alternative Flow

If the player wishes to change the display setting, but after the change has been made and a sample board was shown to them for confirmation, then they are not happy with the shown board and they will not apply (confirm) the changes to the board. Therefore, the initial (original) board will be used.

1. The user selects the option for display settings.
2. The system provides the available choices of the display settings (themes, colors) to the user to choose from.
3. The user chooses an option from available display options.
4. The system changes the chips and players on the board (GUI) to match the option selected by the user.
5. The system shows the changed board sample to the user.
6. The system saves and finalizes the changes made by the user.
7. The user is not satisfied with the results and selects another option.
8. The system shows the changed board sample to the user.
9. The system saves and finalizes the changes made by the user.

Exceptions:

- There are no exceptions to this use case.

Special Requirements:

- Since the modification of the game display will benefit players with colorblindness the most, then a set of colors that can be easily recognized by the players with color deficiencies can be mentioned as a special requirement for this use case.

Open Issues:

- Must be determined what will be changed to accommodate for colorblind users.