

# Use Case 1: Change Display

**Primary Actor:** Player

## **Interests & Stakeholders:**

- Player: Wants to change display settings such as color options of the game.

## **Preconditions:**

- The menu of the game has been booted properly.
- The settings option is open and display option is available to user.

## **Postconditions:**

- The game display changes according to the changes made by the user.

## **Main Success Scenario:**

1. The settings menu is displayed on the screen.
2. The system provides the user the option to change the game display, save a game, load a game and quit the use case.
3. The user selects the option to change the game display.
4. The system provides the user with a list of multiple color themes.
5. The user selects a color theme from the available options.

6. The system asks the user to confirm their selection.
7. The user confirms the changes made.
8. The system applies the changes the display accordingly notifies the user of the successful change.

**Alternative Flows:**

- The user selects the quit option when asked to confirm their selection to change display.

**Exceptions:**

- The system fails to apply the display changes after the user has confirmed their selection.

**Special Requirements:**

- Care must be taken to implement a suitable color option to allow colorblind people to play the game.

**Open issues:**

- The color options that will be available to the user have not been discussed yet. It might be hard to implement all the color choices in the minor release due to time constraints.