Brief Use-Cases

Change Game Theme

The player selects a color theme from the available options. The system changes the current color theme display and music to the selected ones.

Load a Game

The player selects a saved game from the previous saved games. The system retrieves the saved game, asks the user to confirm their choice and informs the player that the game was successfully loaded.

Save Game Progress

The player selects save game from the quit menu. The system asks the user to name the game, saves the game progress and displays a message to indicate successful saving of the game.

Look-up instructions

The player selects the help option from the main menu. The system displays the game instructions in words.