Fully Dressed Use Case: Display Options

Primary Actor:

- *User (Player)*

Stakeholders and Interests:

- *Player – Wants to start a game, if the game started was previously saved, then the option selected for pawn representation while saving (colour or any other alternative) will be used. If a new game is selected, choose a theme and wants to play the game with the desired pawn representation selection.*

- *Developers – Likely to make changes as needed if more or better solutions are found to tackle the colour-blindness.*

Preconditions:

- *Player must have successfully launched the application.*

- *Player must have chosen difficulty level, number of players and their names.*

Postconditions:

- *User is aware of the option chosen for the board interface (colours or symbols or numbers on the pawns).*
- *The system presents the board interface which corresponds to the theme choice made by the user with all the other necessary details.*

Main Success Scenario:

- *The user is presented with options to choose the theme of the board and the pawns and texts.*
- *The user selects to play with the system default. [**Alt2**: the user selects the board interface to have a different theme to account for colour vision deficiency.]*
- *The system displays the board with the selected theme settings.*

Alternative flows:

- *Alt1- continues to play a previously saved game*

   If the user selects to play a previously saved game, the system should display the board interface with the theme

that was chosen by the user initially when the game was saved, and every other necessary detail required (pawn positions, player turn etc.).

● *Alt2 – user selects a different theme other than the system default*

   The user will be given options to choose from to tackle their colour vision deficiency (signs or numbers on the pawns, colour of the board and texts). Whatever option will be chosen will be displayed by the system on the pawns in the next step.

Special Requirements:

● *Colours and sizes of the texts, fonts and buttons used (before the selection made by the user) must be able to provide for the ones with colour vision deficiency.*

Exceptions:

● *If no choice is made by the user, the default setting will use colours to represent the pawns.*
● *If the board display doesn't match the user expectations, the user can exit the game and start over with a different choice for theme.*