

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 the user wants to play the game with the desired theme and background selection.*
- *Developers – Likely to make changes as needed if more or better solutions are found to tackle the colour-blindness.*

Preconditions:

- The user must have successfully launched the application.
- *The user has chosen to start a new game.*

Postconditions:

- *The system presents the board interface which corresponds to the theme and background choice made by the user with all the other necessary details.*

Main Success Scenario:

- *The system provides options to the user to choose what should be used to represent the pawns(texts, symbols or colors).*
- *The user selects an option for the theme of the pawns.*
- *The system then displays background options for the user to choose from.*
- *The user makes a specific background selection.*
- *The system asks for confirmation from the user for the selections made.*
- *The user confirms the selections.[Alt1: The user decides to choose a different option].*
- *The system displays the board with the selected theme and background.*
- *The use case ends.*

Alternative flows:

- Alt1- *The user decides to choose a different option*

If the user selects to choose different options for theme and background then they will be taken back to the first step where they will have to choose everything from the start again, eventually being confirmed by the user and the system displaying it in the next screen.

Special Requirements:

- *Colours and sizes of the texts, fonts and buttons used (before the selection made by the user) must be neutral to provide ease of access for users with colour vision deficiency.*

Exceptions:

- *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.*