

Select Color Palette

Primary Actor:

Player

Stakeholders and Interests:

Player: wants to choose the type of color palette for the new game. Wants to change the color palette for a currently initialized or loaded game.

Preconditions:

Main flow: The user has setup the game until the point where the system prompts for a color palette selection

Success Guarantee (Postconditions):

The one of the two color palettes is selected and applied to the Focus board. The newly started game or the currently active game displays the board with the selected colour palette.

Main Success Scenario:

1. The system prompts the user to select a color palette after they have gone through the different setup steps for a new game.
2. The system displays two color options, the default color palette or vision deficiency, to choose from.
3. The user selects the desired palette option.
4. The system records the selection, and the color palette is implemented on the Focus board.

Exceptions:

If at any point the system is unable to prompt the user to select a color palette, an error message will be raised outlining the issue.