

**Use case:** Adjust game settings.

**Iteration:** 1, last modification: Feb 17 by group4.

**Primary actor:** Player.

**Goal in context:** Adjust the keys to control the robber in the game.

**Preconditions:** Player must have a keyboard to control the robber.

**Trigger:** The player decides to use other buttons to control the robber's movement.

**Scenario:**

1. The player opens the game "Cops and Robbers".
2. The game shows 3 buttons.
3. The player clicks the "Options" button from the 3 buttons.
4. The game shows "up", "down", "left", "right" are the keys to move the robber.
5. The player clicks the "up" button to change the key to move up.
6. The computer shows "What do you want to replace this button with?".
7. The player presses "w" on the keyboard and clicks "yes".
8. The computer will show that "Now you can use w to move the robber up".
9. The game shows "w", "down", "left", "right" are the keys to move the robber.

**Priority:** Moderate priority, to be implemented after basic functions.

**When available:** Third phase.

**Frequency of use:** Infrequent.

**Channel to actor:** Via a computer with screen, mouse and keyboard.

**Secondary actors:** Game developer.

**Channels to secondary actors:**

1. Game developer: PC-based system.