

Change Display Settings

Primary Actor: Player

Stakeholders and Interests:

- Players: Be able to change the display of the game to accommodate for any visual impairments they may experience.
- Family members/ Parents: The program accommodates for the players so they may have an enjoyable time.
- IT: The program seamlessly changes between display settings with no errors
- Kingdomino investors: The changes to display do not alter or warp the image of the game.

Preconditions:

- The game is running, and options button is displayed

Postconditions:

- The desired display settings have been changed successfully and the program has updated the visuals.

Main Success:

1. The user elects to change the display settings.
2. The system displays to the user all the display options.
3. The system provides the user an opportunity to select a display option to change.
[Alt 1: No option selected]
4. The user selects the display option they wish to change.
5. The system adjusts the program's display to match the selected option.
6. The system provides the user the opportunity to return to the game or change another option.
7. The user returns to the game. *[Alt 2: User selects another option]*
8. The system resumes the game with the changed settings. *[Use case ends]*

Alternate Scenarios:

[Alt 1: No option selected]

1. The user decides not to change any settings, use case ends.

[Alt 2: User selects another option]

1. The use case starts over at step 3.

Exceptions:

- "The display options available to represent the player are no convenient enough.

Special Requirements:

- The menu should be simple to read and navigate with well labeled options.