Change Player Settings

Primary Actor: Player

Stakeholders and Interests:

- Players: Be able to change their in-game names along with their board color
- Family members/ Parents: The program accommodates for the players so they have an enjoyable time.
- IT: The program seamlessly changes the player settings with no errors
- Kingdomino investors: The changes to the player settings do not alter the experience the players have while playing the game

Preconditions:

• The game is running

Postconditions:

• The desired player settings have been changed successfully and the program has updated accordingly.

Main Success:

- 1. The user elects to change the player settings.
- 2. The system displays to the user all the available player settings.
- 3. The user elects to change their in-game name [Alt 1: Option not selected]
- *4.* The system provides the user the opportunity to provide the new name. [Alt 2: No name provided]
- 5. The user provides their desired name.
- 6. The system updates the users name in the program and adjusts to reflect the update.
- 7. The user then elects to change their color. [Alt 3: Color option not selected]
- 8. The system provides the user an opportunity to select a color from the color pallet.
- 9. The user selects their desired color. [Alt 4: No color selected]
- 10. The system updates the user's color in the program and adjusts to reflect the update.
- 11. The system provides the user another opportunity to update their player settings or exit the use case [Use Case Ends].

Alternate Scenarios:

[Alt 1: Name option not selected]

- 1. The player's in-game name does not change.
- 2. The use case continues at step 7.

[Alt 2: No name provided]

- 1. The player's name does not change.
- 2. The use case continues at step 7.

[Alt 3: Color option not selected]

- 1. The player's color does not change.
- 2. The use case continues at step 11.

[Alt 4: No color selected]

- 1. The player's color does not change.
- 2. The use case continues at step 11.

Exceptions:

• The color options available to represent the player are not convenient enough

Special Requirements:

- The menu should be simple and easily understandable
- The menu should properly display the players with their settings in an appropriate manner.