

Save Game

A user selects to keep the current progress of a game. The system records the user which the current turn belongs to, the kingdom terrain for each player, the color preference, difficulty of computer player and existing scores. The system then informs the user that the game has been saved (Note: May allow the user to save the game with a title)

Load Game

The user selects to load a saved game. The system displays the available saved games. The user then selects the saved game they want to load. The system then fetches the saved data, loads the data and displays it.

Selecting Difficulty

The system presents difficulty options to the user when selecting computer players. The user selects desired difficulty between an “easy” or “hard” difficulty for the computer player. The system records the user’s selection and sets the difficulty of the computer player. The system shows that the desired difficulty has been selected.

Selecting Color Pallet

The system presents options to select from a color option pallet to cater for their color vision deficiency. The system records the user’s choice and sets the colour of the board and pieces accordingly. The system updates to show that the selected colour palette has been chosen.