**5 Brief Use Case Descriptions**

# **End Turn** – The system executes the current player’s selected action. The system starts the turn for the next player.

**Select piece** – The user selects a new piece type from a drop-down menu. The system updates this players current piece.

**Save game** - The user clicks the save button. The system saves the state of the game at the point.

**Give up** - The user selects the ‘give up’ button. The system ends the game, and shows the user the main menu.

**Change color-blind setting** - The user makes a change to the color-blind setting on the main menu. The system updates the color-blind settings. The user starts the game. The system uses the color-blind settings to change the colors of the pieces.