

Use Case: Choose players color

Summary: The player can select their own color.

Priority: High

Includes: Customize Player.

Participants: The player.

Normal flow of events

	Actor	System
	The player navigates with arrow keys up/down to select "Choose color ".	
		The option " <u>Choose color</u> " gets highlighted
1	The player presses enter key to enter the option "Choose color".	
3		A random default color is shown as text and the option box will change to that color.
4	The player presses enter key to choose the selected color.	
5		The option "Choose color"'s highlight gets <u>removed</u>

Alternate flow of events

	Actor	System
1	The player presses enter key to select the option "Choose color".	
2		The option "Choose color" gets highlighted
3	The player presses enter key to enter the option "Choose color".	
4		A random default color is shown as text and the option box will change to that color.
5	The player presses left or right arrow key to choose between the available colors	.

6		Display which color is chosen as text and also <u>changes the option box</u> to the selected color
7	The player presses enter key to choose the shown color.	.
		The option "Choose color"'s highlight gets removed