Use case descirption : **Change settings**

Primary actor: Player

Stakeholders and Interests:

- Players: change games display aspects and difficulty
- Game developers: allows the devs to provide further accessability options for the players

Precondition:

- Board and game UI is in display.
- A game is in progress.

Postcondition:

- Game resumes

Main Success Scenario:

1. The user pauses the game.
2. The system pauses the game.
3. The user requests to change the settings.
4. The system provides the option to view display based settings or game difficulty based setting.
5. The user chooses to view display based settings. *(Alt 1. user chooses game difficulty setting)*
6. The system provides display screen size along with the accessability to change to other sizes.
7. The user changes the display size of the game. *(Alt 2. the user does not change anything)*
8. The system changes the display of the game.
9. The user exits from display options. *(Alt 3. the user continues to change display settings)*
10. The system provides options to resume game or view game settings again.
11. The user resumes game. *(Alt 4. The user views game settings again)*

Alternative:

Alt 1: The user chooses game difficulty settings.

1. The systen provides game difficulty and the option to change difficulty.
2. The user changes the game difficulty. *(Alt. user does not change diffuclty, resumes at Alt 1.step 4)*

3. The system changes the game difficulty.
4. The user exits from game difficulty options. *(Alt. the user continues to change difficulty, resumes at Alt 1. Step2)*
5. Flow resumes at main success scenario step 10.

Alt 2: The user does not change anything.

1. Flow resumes at step 9.

Alt 3: The user continues to change display settings.

1. Flow resumes at main success scenario step 7.

Alt 4. The user views game settings again.

1. Flow resumes at main success scenario step 4.

Exceptions:

1. If at anytime the system fails to change settings effectively, it should immediately save the game state.

Special requirements:

1. Changing the settings should not affect the current state of the game, i.e, the player's runners, markers and score.
2. Options for changing the display and difficulty should be simple, recognizable and intuitive.
3. Change of a setting should be instantaneos.

Open issues:

- Display size changes could affect sizes of other components in an unexpected manner.
- Game difficulty change may take in effect after a turn ends.