

Brief Use Cases

Group No# 9

Members:

Abdur Rahman Abul Hossain

Muhammad Hammad

Muhammad Uwais Jahmeerbacus

Zachary Cheema

Zoe Collins

Reset Current Game

The user selects the option to reset the game from the drop-down menu in the toolbar. The system prompts the user for confirmation whether the user wants to reset the current game. The system also informs the user that all unsaved changes will be lost. If the user agrees then the game is reset and starts from the beginning with the same options(number of players and colours). If the user declines then the current game continues.

Save Current Game

The user selects the option to save the current state of the game from the drop-down menu in the toolbar. Then the system prompts the user to input a name for the saved state for reference. The user inputs the name and clicks save to save the game or click Cancel to not save the game and continue playing.

Load Saved Game

The user selects the option to load an already saved game state on the main menu or during a game from the toolbar. The system prompts the user an opportunity to select a state from all the states that are saved. If the user selects to start a saved game from the main screen then the game is started. If the user selects to start a saved game from the current game then the system informs the user that unsaved data from the current game will be lost, if the user accepts then the saved game state is loaded. If the user declines then the current game continues.

Toggle Hints

The user selects the option to toggle hints on the main menu or during the game from the drop-down menu in the toolbar. The system prompts the user for an opportunity to confirm whether to toggle hints on or off. If the user agrees then the system toggles the hints from on to off or off to on depending on the previous state. If the user declines then the use case ends and the current game continues.

Toggle Vision Impairment Mode:

The user can toggle the vision impairment mode on/off. The system shall change the shape of each piece and its appearance based on the 4 different colours.