Use Case Description – Display Settings

Use Case	Display Settings
Primary	User
Actor	
Stakeholder	Users - Changing token colors, changing barricade colors, changing token
and interests	symbols, changing barricade symbols, assistance to color deficient users.
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Pre- conditions	 The user has successfully opened the game. The user has successfully chosen 'New Game'.
Conditions	 The user has successfully chosen 'New Game'. The user has successfully chosen the amount of players for the game.
	4. The user has successfully setup their 'Username'.
	4. The user has successionly setup then Oserhame.
Post-	The user have chosen their desired settings and clicked on the 'Apply'
conditions	option.
Main Success	1. The systems provides the user with a display settings screen after the
Scenario	pre-conditions are met.
	2. The system provides the user with 5 different options: 1) Change
	token color and symbol. 2) Change barricade color and symbol. 3)
	Apply 4) Back.
	3. The user chooses their desired display options for the game.
	4. The system displays the settings chosen by the user.
	5. The user clicks the 'Apply' button to save the changes made. (Alt1:
	The user chooses to click on the 'Back' button.)
	6. The system makes changes as according to the user's input and
	applies it to the game.
	7. The system records and applies all the settings chosen by the user. 8. The system directs the user to the next screen.
Alternative	8. The system directs the user to the next screen. Alt1: The user chooses to click on the 'Back' button.(Step 4)
Flows	The system cancels the changes made and directs the user to the
10115	previous screen.
	provious sereon.
Exception	➤ If the user chooses to exit the application in the middle, application
_	will be closed upon clicking on the 'X' button.
Special	➤ Token color options must be provided for the visually impaired.
Requirements	
Open Cases	➤ How to apply the changes made by the user?