

Malefiz Project Brief Use Cases

Changing Theme:

The player selects a theme from those available in the theme section in the main menu. The system verifies the changes, changes the colours, and the new theme would be enabled in the theme menu.

Choosing Difficulty level:

When choosing to play with bots, the player can choose a difficulty level between easy and hard. Depending on what the user selects, the bots in the game would play differently. The system changes difficulties depending on the user's preference.

Username:

The player chooses a unique username before the game starts for him/herself. This will be shown later in the game to show the points and who is winning or who has the highest point. And even when resuming a saved game, they can continue their own game.

Saving the Game:

When choosing to save the game during a running game, the game will be kept in the exact state that the player is in, and players can continue playing later in the same location and with the exact points.