

Enable Vision Impairment Settings

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to better differentiate between each players' pieces.

Preconditions:

A game has been initiated and it is currently the player's turn.

Success Guarantee:

Setting is applied; Coloured pieces are now accompanied by symbols. The player may proceed with their turn. Any future pieces placed will contain the appropriate symbol.

Main Success Scenario:

1. The user selects "Enable Colour Blind Mode"
2. The system displays a symbol over each piece's squares, unique to the colour. *[Alt1: There are no pieces]*.
3. The user can now proceed with their turn. *[Use Case Ends]*.

Alternative Flows:

Alt1: There are no pieces.

1. The user can proceed with their turn, any future pieces placed will display the appropriate symbol. *[Use Case Ends]*.

Exceptions:

Special Requirements:

- The user should be able to disable the setting.

Open Issues:

- Differentiating between players and control of a colour.