

Use case description: Colorblind

Primary actor:

- User

Stakeholders and interest:

- User: Change usual colors of the block to colorblind friendly color

Precondition:

- User must initiate the game by following the instructions
- User must select the number of players and level of difficulty
- The board must be loaded

Postcondition:

- System saves the game by storing data of the current position of all pieces on the board and exits the game

Main success scenario:

1. User is in an ongoing game
2. The system displays the option of Settings in the menu bar
3. User selects Settings
4. The system retrieves the list of options available and displays them to the user
5. User changes Colorblind mode from off to on
6. The system records the selection and changes the colors of the current blocks
7. User continues to play game

Alternative flows:

Resume game:

- User selects “Close” from the settings menu
- The system continues to display current board

Exit game:

- User selects “Exit game”
- The system terminates the game and the user case ends

Exceptions:

If at any time the system fails to change the block colors, the system informs the user of the issue and the use case ends

Special requirements:

- The system must be able to display and save the game in colorblind mode if needed

Open issues:

- Make sure the system records data of the current game when the user selects save and quit from the game with colorblind mode on
- Make sure the system goes to the game if the user selects nothing from the settings