

Primary Actors

- The User/Player(s)

Stakeholders & Interests

- Instructor Mark Hatcher
- Teaching Assistant Mushfiqus Salehin
- Other groups

Preconditions

- User has an appropriate way to provide input
- A game window exists such that changes can be applied to it

Postconditions

- User changes are applied to the game
- Display options is closed

Special Requirements

- Game window elements are resized to look proportional to the new window size
- Certain display sizes are provided to choose from to ensure badly fitted dimensions aren't attempted to be displayed

Main Success Scenario (Choose Display Options)

1. The user signals the system to provide them with display options
2. The system provides the user with a list of valid display sizes, prompting the user to choose one
3. The user elects to choose a new display size {alt 1: User elects to use current display size}
4. The system records the users choice for a new display size
5. The system provides the user with the option to have colorblind mode on or off, and allows the user to choose one
6. The user elects to have colorblind mode off {alt 2: User elects to select a colorblind mode}
7. The system records the users choice of colorblind mode
8. The system asks the user if they'd like to save their changes
9. The user elects to save their changes {alt 3: User elects not to save their changes}
10. The system applies the recorded user changes
11. The system returns to the game.

Alternate Cases

Alt 1: User elects to use current display size

1. System records the users current display size
2. Flow resumes at main success scenario step 4

Alt 2: User elects to select a colorblind mode

1. Flow resumes at main success scenario step 6

Alt 3: User elects not to save their changes

1. System discards any changes made by the user
2. Flow resumes at main success scenario step 10