

Change Theme

Primary Actor: Player

Stakeholders and Interests:

- Players: want to choose his/her favorite theme, don't want any failures or errors during the process.

Preconditions: Player wants to begin a new game (because if he/she loads a new game, then the theme setting is restored from the saved game)

Success Guarantee (Postconditions): Player starts a new game.

Main Success Scenarios:

1. The user indicates to change the game theme.
2. System provides the user with the details of the current theme and a list of other themes.
3. User chooses a new theme.
4. User confirms to change the theme.
5. System changes the current theme to the chosen theme.
6. System displays the game board with the chosen theme.
7. Use case ends.

Exceptions: If at any time the system is unable to retrieve, record or provide details then the system informs the player of the problem, attempts to record the time and nature of the failure and the use case ends.

Open Issues: designing and implementing various themes.