Use case name: "Choose Board"

Primary Actor: User

Stakeholders and Interests:
     -User: When setting up a new game, the user needs to choose either the simple board setup or the complex board setup before playing the game.
     -Game is designed for children so want set up to be implemented behind the scenes with a simple push of a button for "Simple" or another button for "Complex".

Preconditions:
     -The user must have successfully run the application and have already selected to play a new game.

Success Guarantee:
     - The user successfully chooses their correct option for the board.

Main Success Scenario:

1. The system provides the user the chance to select one of two options for the Board: "Simple" or "Complex".
2. The user selects one of the two options for the display.
3. The system records the selection made by the user. [Alt1: User selects wrong board] [Use Case Ends]

Alternative Flows:

Alt1: User accidentally chooses wrong board option

1. The user chooses the correct display option they want to use.
3. Flow resumes at Main Success Scenario Step 3.

Extensions:
     -At any point the user will have the ability to terminate the application.

Special Requirements:
     - Colours and text fonts that are used must be suitable for all ages (including children) and those with visual impairments, such as colour blindness.

Open Issues:
 - How to implement a complete simple or complex board that the user can see?