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 opened the application and have already selected to play a new game.

Success Guarantee:
        - The user is aware of their selection of playing the simple or complex game, and is then presented with the next menu to set up the players.

Main Success Scenario:

1. The system provides the user the chance to select one of two options for the display: "Simple" or "Complex".
2. The user selects one of the two options for the display.
2. The system provides the user with a message confirming their selection. [Alt1: User accidentally chooses wrong display option]
3. The system offers the user the selection to move to the next menu "Setting Up The Players".
4. The user selects the option to move to the next menu "Setting Up The Players" and exit the use case [Use Case Ends].

Alternative Flows:

Alt1: User accidentally chooses wrong display option.

1. The user chooses the correct display option they want to use.
2. The system provides the user with a message confirming their selection.
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 barriers in a way that makes the 'complex' board more difficult for the players.