Use Case Description – Difficulty Settings

Use Case	Game Setting
Primary Actor	Player
Stakeholder & Interest	Player- changing difficulty of the game.
Pre-conditions	The user has started the game and user has successfully setup the display setting.
Post-conditions	The player has chosen the desired settings and moved to the next screen.
Main Flows	1. The systems provide the user with a difficulty settings screen after the pre-conditions are met. 2. The system provides the user with 4 different options: 1) easy 2) hard 3) Apply 4) Back. 3. The user chooses their desired difficulty options for the game 4. The system displays the settings chosen by the user. 5. The user clicks the 'Apply' button to save the changes made. (Alt1: The user chooses to click on the 'Back' button.) 6. The system makes changes as according to the user's input and applies it to the game. 7. The system records and applies all the settings chosen by the user. 8. The system directs the user to the next screen 9. [Use Case Ends].

Alternative Flows	Alt 1: User can always go backward. 1. The system cancels the changes made and directs the user to the previous screen.

Exception	If the user chooses to exit the application in the middle, application will be closed upon clicking on the 'X' button.
Special Requirements	When chose easy, the computer moves randomly, when chose hard, computer moves with integrated algorithms
Open Cases	How do we apply the changes made by user when they choose hard difficulty?