

Visual display Setting:

Primary Actor

Players of the game.

Stakeholders and Interest

User(who is setting the game up) – wants to select a option that works for everyone that is playing the game. Wants to have the option to change there selection if need be.

Other users- wants to know what choice was selected.

Developers- wants everyone to be able to play and enjoy the game, even if they are color blind or if they can't read

Pre Conditions

System can run a Java program.

Players are identified.

Post Conditions

All players are aware of the visual options that are selected.

The game starts with the selected settings.

Main Success Scenario

1. The system offers the user a chance to start setup game process.
2. The user elects to start the setup game process. [Alt 1, the user elects to change a different setting, resume a game, read the rules or exit the main menu.]
[Alt 4, the user does not want to start the setup game process]
3. The system displays an option to play with text on top of the robots(text is needed for color blind) or to play with color robots, or to play with text and color.
4. The user selects the visual setting that they want to play on.[Alt 1, the user elects to change a different setting, resume a game, read the rules or exit the main menu.]

5. The system confirms with the user that these are the settings that they want.
6. The user confirms that they want these settings.[Alt 1, user exits this use case.][Alt 3, user denies confirmation]
7. The system update the visual display settings.
8. The system displays the next setting.[Alt 2, the user elects to change the visual display settings again][Alt 5, all settings are fulfilled and the game starts]

Alternate Flow

Alt 1, The user elects to go to a different setting in the main menu screen, read the rules, resume a game or elects to exit the main menu.(Use case ends)

Alt 2, The user elects to change the visual display settings again.(Back to step 4)

Alt 3, the user denies confirmation of the settings.(Back to step 4)

Alt 4, the user does not want to start the setup game process. (Use case ends)

Alt 5, all the settings are complete, the user starts the game. (Use case ends)

Exceptions

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

If at any time the user enters details into the visual display setting but the system is unable to produce the outcome, the system will provide a error and the use case ends.

Special Requirements

Color and text must be provide for people who are visually impaired or people who may not be able to read.

Open Issues

What if someone is colorblind and can not read?

Should user be able to change the visual display settings while the game is going on?