Zakwan Ashfaq Zian
COMP 2005
Group-14

Primary Actor – any player(s) in the game session

Stakeholders and Interests - All players, who want to change the color profile of the application to suit their desire or need

Preconditions - the system has started, and is in the starting screen or in the main game screen

Postconditions –the system applies the selected display settings, The system returns to its previous task

Main Success Scenario:
1. The user selects to change the colour scheme of the game
2. The system provides a list of color schemes for the user to select from
3. The user selects a color scheme
4. The system shows the user a preview of the color scheme selected
5. The user approves the color scheme [Alt 1: The user does not approve the color scheme]
6. The system saves the user preferences so that the user does not need to change the color scheme later
7. The system informs the user that the color scheme can be changed anytime during the gameplay[end use case]

Alternative Flows

Alt 1: The user does not approve the color scheme
1. User closes the preview of the color scheme
2. Flow resumes at Main Success Scenario Step 2

Exceptions

Special Requirements

Open Issues