Iteration 2

Fully use case description

Display Options:

Primary Actors:

- Players (both humans and AI- up to 4players max)

Stakeholders and Interests:

		Interest
• Players (people with color blind problem)	-	Would enjoy the game without any difficulty caused by color deficiency syndrome.
• Developers(Group 4 members)	-	maintain the system and bring changes to source Code if needed.

Pre- condition:

- The game is successfully initiated
- All the player got their name , pawns and walls
- The difficulty level of the game has been set.

Post condition:

- Players can choose game options before playing the game

Main Success Scenario:

- The user selects the option for display settings.
- The system provides the available options of the color combination for the pawns(ex-classic(yellow,green,red blue), standard(orange, blue,grey,purple),ultimate(red, grey, violet, yellow))
- The user chooses an option from the display settings
- The system bring changes to the pawns and shows a sample to the user.
- The user clicks the confirm option to finalize the changes.

- The system saves and finalizes the changes made by the user.
- Use case ends

Alternative Flows:

- The system bring changes to the pawns and shows a sample to the user.
- The user don't like the change made by the system, wants to keep to it same as before.
- The user clicks the cancel display setting option .
- The system removes the display setting options and the keeps the theme/pawns unchanged (same like before).

Exception:

- If the game is unable to select the display setting option , the system will record the failure in the date base for the developers to solve this issue.

Social requirement:

- The options for color should be chosen carefully considering the color blind players so that it makes the game easier for the players to play without being with other's pawn.
- Color should be bright enough for the players to identify.