

Use case: Support

Primary actor:

- Players

Stakeholders and Interest:

- |  | 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:

- The player can view the game rules and put feedback if needed.

Main success scenario:

- Player clicks the support button from the top corner of the game windows.
- The system will show a drop down menu with 2 options(Rules and Feedback)
- The player clicks the Rules option.
- The system will show all the rules as bullet points in a new window
- After seeing the rules the player can click the X button on the window.
- The system will terminate window for the rules
- Use case ends.

Alternative Flow:

- The player clicks the Feedback option.
- The system will open a text file where the player can put their feedback.
- After writing the feedback the player can click the X button on the text file
- The system will close the text file and save it in the same folder where the game is for the developer to review.
- Use case ends

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 font size of the rules should be large enough for the viewers to read
- The rules should be written in easy language so that the player it .