

Operation Contracts - Phase 2

Future Gadget Lab

Operation Contract #01

Operation: Save Game

saveGame(fileOrDB) -> void

Preconditions

The player is playing the game (game did not end).

Postconditions

The game data is serialized and added to a file / database based on the player's choice.

Operation Contract #02

Operation: Load Game

loadGame(game Game) -> void

Preconditions

There is a saved game in a file / database.

Postconditions

Player continues the game where he left off.