

Operations:

saveGame()

Cross-References: Use-Cases:

Save Game

Pre-Conditions:

- Play mode has been started by the player.
- The game is paused during play mode.
- The player presses the “Save” button.

Post-Conditions:

- The game state is written to a file on the disk.
- All the relevant data of the game state is collected, which are hall grids of objects, current time, current location of the player and monsters, current stats of the player, current bag state etc.

Operations:

loadGame()

Cross-References: Use-Cases:

Load Game

Pre-Conditions:

- At least one saved game state file exists.
- The player chooses to load one of the saved games.

Post-Conditions:

- The saved game state is restored and displayed on the screen.
- The game restarts from the state it was saved.

Operations:

teleportRuneOrPlayer()

Cross-References: Use-Cases:

Wizard Monster Behavior

Pre-Conditions:

- The game is in play mode.
- Wizard monster spawns in the hall.
- The remaining time is either less than 30 percent or more than 70 percent of the starting time.

Post-Conditions:

- Depending on the remaining time, the rune is teleported to another object.
- Depending on the remaining time, the player is teleported to another location.