

Fully Dressed Use Case – Load a Game – Group 12

Primary Actors:	User/Player
Stakeholders and Interests:	User/Player – The user wants to be able to select a saved game and resume from when they saved the game
Preconditions:	The game has been properly installed and a game has already been saved
Success Guarantee:	The players are able to resume the game where they left off

Main Success Scenario:

- 1) The game is started the system displays the main menu screen with options "Start New Game", "Load Game", "Board Display Settings", "Player Settings", and "Quit Game"
- 2) The user selects one of the options
 - a. Alt 1: User Selects "Start New Game"
 - b. Alt 2: User Selects "Board Display Settings"
 - c. Alt 3: User Selects "Player Settings"
 - d. Alt 4: User Selects "Quit Game"
- 3) The User Selects Load Game (Concrete detail because coded up until here)
- 4) The system presents the Load Game Screen
- 5) The system displays the saved game with the scores of each player, the board difficulty, and the AI difficulty being displayed
 - a. Alt 5: There is no game saved
- 6) The user selects the saved game
 - a. Alt 6: User Navigates from Saves Games Screen
- 7) The system loads the appropriate difficulty board and colour palette
- 8) The system loads the robots in their saved locations
- 9) The system loads the goal tile in the saved locations
- 10) The system loads the scores of each player
- 11) The board inquires if the player would like to continue this game
- 12) The user says yes
 - a. Alt 7: User Says no
- 13) The system continues with game functions

Alternative Flows:

Alt 1: User Selects "Start New Game"

- 1) Use Case Ends

Alt 2: User Selects "Board Display Settings"

- 1) Use Case Ends

Alt 3: User Selects "Player Settings"

- 1) Use Case Ends

Alt 4: User Selects "Quit Game"

- 1) Use Case Ends

Alt 5: There is no game saved

- 1) The system indicates that there is no game saved
- 2) The system indicates where the user can find information about saving a game in the documentation
- 3) The user indicates they have read the displayed information
- 4) The system loads the main menu screen
- 5) End Use Case

Alt 6: User Navigates from Saves Games Screen

- 1) The system closes the Load saved Games window
- 2) The flow resumes at main success scenario step 1

Alt 7: User Says No

- 1) The system closes the board window
- 2) Flow Resumes at Main Success Scenario Step 4

Exceptions:

If system can't resume the game from the saved information, it will display an apology then remove saved game information and display that there is no saved game

Special Requirements:

System should resume game with colour palette of the saved game for those with colour vision

Open Issues:

- 1) Players might change between saves, should provide option to select desired colour palette rather than loading previous palette?