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
   1. Alt 1: User Selects "Start New Game"
   2. Alt 2: User Selects "Board Display Settings"
   3. Alt 3: User Selects "Player Settings"
   4. 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
   1. Alt 5: There is no game saved
6. The user selects the saved game
   1. 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
    1. 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 then loading previous palette?