Case 1: Save a Game:

Primary Actors: Players

Stakeholders and Key Interests:

- Players: Wants to save unsaved data in the game
- Developers: Wants to take feedback from the player to find what was difficult/can be improved and solve the bugs
- Teachers and TAs: Wants to monitor the development

Preconditions:

- The game must be in progress
- The game must have unsaved data

Postconditions:

- The unsaved game data will be saved so that it can be loaded to be played later.

Main Success Scenario:

1. The player selects the option menu in the middle of a running game. [Alt 1: Player doesn't select the option button]
2. The system provides different options to pick for the user to pick from.
3. Player select the "save game" option. [Player doesn't select the save game option]
4. System prompts an option reconfirming the payer if they want to save the game or not.
5. Player chooses to accept to save the game. [Player declines to save the game.]
6. The system saves the game data. [Use case ends]

Alternative Scenarios:

- Alt 1: Player doesn't select the option button:
    1. Player continues to play the game without saving.

- Alt 2: Player does not select the save option:
    1. System provides player other options to choose from
    2. Player chooses some other option
    3. Game proceeds according to the player choice.

- Alt 3: Player declines to save a game:
    1. The system withdraws the reconfirmation option to save.
    2. Go back to step 2.

Exceptions:

- If the connection is lost or the game crasher, the use case ends.
- If the data is full the use case ends.

Special requirement:

- The player can save the game at any time.
- The player can save a game multiple time.

Open issues:

- Does the option menu have any other options except for saves game?
- If game is run on read only storage then save a game wont work.

Case 2: Load Game

Primary Actor: Players

Stakeholders and Key Interests:

- Player: Wants to load an already saved game.
- Developer: Wants to take feedback form the player to find what was difficult/can be improved and solve the bugs.
- Teachers and TAs: Wants to monitor the development of the game and grade it.

Preconditions:

- The game must have saved data to load.

Postconditions:

- A previous game with saved data will be resumed from where it was last saved.

Main Success Scenario:

1. The system provides with different option to choose from.
2. The player chooses to load a game. [Player chooses a different option]
3. The system displays the player with previously saved games.

4. Player chooses to load a specific game from the saved data.[Player has no saved game to resume]
5. The system loads the saved game.
6. The game starts off from where it was last saved.

Alternative Scenarios:

- Alt 1: Player chooses a different option:
    1. System provides user other options to choose from.
    2. Player chooses any other options.
    3. Game proceeds according to player option.

- Alt 2.: Player has no saved game to load:
    1. Player exits the load game option.
    2. System provides player other option to choose from.
    3. Player chooses any other option.
    4. Game proceeds accordingly.

Exceptions:

- If the connection is lost or the game crashes, the use case ends.
- If the game was not saved previously then the use case ends.

Special Requirements:

- Player can load any previous saved game from any time.
- Load game does not affect the saved data in the game.

Open Issues:

- If the save game data is tampered the game will not load properly.