

# Save the Game

## Primary Actor:

Player(s).

## Stakeholders and Interests:

Player(s): should be able to save the current game.

## Preconditions:

A game must be in progress (being played by the player(s)).

## Postconditions:

A game's progress is saved.

## Main Success Scenario:

1. The system provides the user with options to save the game or exit without saving.
2. The user chooses the save game option. [Alt1: User chooses exit option]
3. The system checks if it can save the game. [Alt2: Cannot save the game]
4. The system saves the game.
5. The system informs the user the game was saved.
6. The system returns to the main screen.
7. Use case ends.

## Alternative Flows:

### Alt1: User choose exit option

1. The system asks for confirmation if they want exit without saving.
2. The user confirms to exit without saving.
3. Flow resumes at Main Success Scenario Step 6.

### Alt2: Cannot save the game

1. The system informs the user that the game could not be saved.
2. Flow resumes at Main Success Scenario Step 6.

## Exceptions:

If at any time the system is unable to retrieve, record or provide details then the system informs the user of the problem, and the use case ends.

## Special Requirements:

## Open Issues:

How can we save a GUI? Is it feasible?