

Load a Game

Primary Actor: Player.

Stakeholders and Interests:

(Stakeholder - Interests)

Player - Wants to load a game. Wants it to be quick and easy to do so.

Parent - Wants to load game for child players.

Preconditions: None.

Postconditions: None.

Main Success Scenario:

1. The system provides the user with the option to load a game.
2. The user requests to load a game.
3. The system provides a list of all the saved games [Alt 1 - there are no saved games].
4. The system prompts the user to choose a game to load or cancel loading [use case ends].
5. The user chooses a game to load.
6. The system prompts the user to confirm or cancel loading this game.
7. The user confirms loading the game [Alt 2 - the user cancels loading this game].
8. The system loads the game [use case ends].

Alternative Flows:

Alt 1 - there are no saved games

1. The system informs the user that there are no saved games [use case ends].

Alt 2 - the user cancels loading this game

1. Flow resumes at Main Success Scenario step 3.

Exceptions: None.

Special Requirements: None.

Open Issues: None.