

Quit Game

Primary Actor: Player

Stakeholders and Interests:

Player- Wants to quit the current game

Parent- Wants to quit the game for the child

Preconditions: None

Postconditions: The game has been closed

Main successful scenario:

1. User requests to quit the game. [Alt-3(User clicked quit by accident)]
2. The system asks for confirmation if the user wants to save the game before closing.
[Alt-2(Game has already been saved)]
3. User selects to quit the game. [Alt-1(Save game)]
4. The system shuts down.

Alternative flows.

1. User wants to save the game and selects save game
2. The game has already been saved and no changes have been made.
3. User accidentally clicked quit and wants to go back to play the game.

Exceptions: None.

Special Requirements: None.

Open issues: None.

