Primary Actors

- The User/Player(s)

Stakeholders & Interests

- Instructor Mark Hatcher
- Teaching Assistant Mushfiqus Salehin
- Other groups

Preconditions

- A valid game board must be displayed
- A game must be in progress (at least a single turn taken)
- Players must still have stones left

Postconditions

- A game state is stored and can be loaded at any time.

Special Requirements

- System must provide feedback if the save file is successfully created

Main Success Scenario: Save A Game

1. The system provides the player(s) with the option to save a game state.
2. The player(s) elect to save a game state.
3. The system prompts the player(s) to choose a file name for the save.
4. The player(s) confirm their desired file name for the new file. **{alt 1:** The players elect to overwrite a previous save file.**}**
5. The system creates a new save file containing all required information.
6. The system stores the current game state in a save file in the saves folder.
7. The system provides the user with the information that the state was successfully saved.

Alt 1: The system overwrites a previous save file
1. The player(s) select a file name that already exists.
2. The system prompts them to confirm overwriting the existing file.
3. The player(s) confirm to overwrite the previous save file.
4. The system overwrites the previous save file.
5. Main success flow resumes at 6.