

4 brief use cases:

- Save Game
 - The system saves the state of the game once it is requested by the user.
- Load Game
 - The system displays a list of games available. The user selects a game, and the system loads it.
- Declare winner
 - The system ends the game, determines a winner and displays it.
- Quit game
 - The user requests to quit the game and the system exits out of the game.