Use Case – Load a Game

1. The system offers the user the option to begin a new game, or load a previous game.
2. The user chooses to load a previous game. [Alt1: Begin new game]
3. The user retrieves information on how many games have been saved, and the dates they were saved. [Alt2: No saved games]
4. The system informs the user of the number of games saved and their save dates.
5. The system asks the user which save file they'd like to load, or whether they'd like to exit. [Alt3: Only one save file]
6. The user selects a file. [Alt4: Chooses to exit]
7. The system retrieves a short summary of what is happening in that game (Information about players names, shapes, and colours and current scores).
8. The system displays to the user the game summary information.
9. The system asks the user if they'd like to continue playing that game.
10. The user selects to continue playing the game. [Alt5: User does want to continue that game]
11. The system informs the user that the game has been selected.
12. The system retrieves information about which player will be taking the first turn, as well as the locations of pieces on the board.
13. The system informs the user whose turn it is.
14. The system displays the board and allows the user(s) to begin playing. [Use Case Ends]

Use Case – Save a Game

1. The system offers the user the option to save their game or continue playing.
2. The user selects to save their game. [Alt1: Continue playing]
3. The system retrieves the number of previously saved files.
4. The system informs the user that there is room to save a game. [Alt2: Too many save files]
5. The system retrieves information about whether or not this game had been saved previously.
6. The system informs the user that their game was not a previously saved game file. [Alt3: Previously saved game]
7. The system asks the user to confirm they are ready to save their game to play again later.
8. The user chooses to save the game. [Alt4: Keep playing]
9. The system retrieves information about the players names, shapes, colours, and scores, as well the locations of pieces on the board.
10. The system records this information.
11. The system informs the user that their game has been saved. [Use Case Ends]