

Use Case Description

Name : Save Game

Primary Actors : User

Stakeholder and Interests : Players, User ; To save the game for playing in later times.

Preconditions :

1. The game must be set up.
2. There must be enough memory to save the game.

Postconditions : The game is saved.

Main Success Scenario :

1. The System displays the button for saving the game close to the navigation buttons.
2. The user clicks on the save button displayed by the System to save the game.
3. The System displays a window where the user is asked to input the name for the save-game file.[Alt 1]
4. The System records the game under the save-game file with the name input by the user.
5. The System records the time and date of when the game is being saved.
6. The System displays a button on the save-game window to confirm the save.
7. The System lets the user click on the confirmation button to confirm the save.

Alternative Flow 1 :

1. If the user do not input a name for the to be saved game file, the System by default names the game file.
2. The System names the save file with a hint of the time and date it is being saved on.

Open Issues : The System saves the save file in the directory where the game application has been Installed