

Use Case: Save a Game

Primary Actor: Player, a user of the system in an active game of Can't Stop

Stakeholders and Interests

- Player: The User wants to be able to save the details of an in-progress game so that they can shut down the system and resume from where they left off at a later time
- Parent/Guardian: The User's parent/guardian (given that the Player is a dependent) wants the Player to be able to save the game so that they can shut down the system and resume at a later date. This allows the Player's guardian to control screen time, and prevents potential conflicts between parent and child over the end of a play session "ruining" an in-progress game.

Preconditions

- During their turn the User has entered the options menu.
- The User is currently playing a game of Can't Stop with at least 1 human player.
- At least one turn has been played, and the game is not in an end-state.
- The host system possesses a valid file system with sufficient storage space to hold game data.

Postconditions

- A file containing game data has been created in the specified location OR an error preventing the file creation has occurred.
- The User is informed of the success or failure of the save game operation.
- The User is returned to the options menu from which they accessed the save game option.

Main Success Scenario

1. The User, having entered the options menu, informs the system that they would like to save their game.
2. The System provides the User with an interface through which they can specify the location on the file system where they want to save their game data, or return to the previous screen [*alt1*]
3. The System provides the User with a default location to save their game data in the case that the User does not understand how file systems work.
4. The User specifies the location that they would like to save their game.
5. The System requests that the User enter a name for their saved game.
6. The User specifies the name of the saved game.
7. The System requests that the User confirm their selection of saved game name and location.
8. The User confirms their selection.
9. The System retrieves information describing the current state of the game and records it in the specified location.

10. The System records the location of the saved game for default subsequent access.
11. The System informs the User that their game has been saved.
12. The System prompts the User to return to the options menu.
13. The User returns to the options menu. [End of Use Case]

Alternative Flows

Alt1: User Cancels Save Game Operation

1. At any point in the save game operation, the user may inform the system that they would like to cancel the in-progress save game operation
2. The System returns to the options menu from which the save game operation was initiated.

Alt2: File System Error

1. The system informs the user that their selection of save game location is invalid
2. The system prompts the user to try again
3. The user enters a valid save game location or cancels the save game operation

Exceptions

1. At any point in the save game operation, the System may crash or otherwise enter an inactive state. The System informs the user that a fatal error has occurred and prompts them to restart the system. The use case ends.
2. If, upon successful completion of the main success scenario, a record of the state of the game is not created at the user-specified location, then the use case has failed.

Special Requirements

- The save game interface should be sufficiently simple and intuitive so as to be usable by users with low computer literacy.
- File containing save game information should be created in the specified location within 5 seconds of user confirmation.
- The system should maintain a record of save game locations to increase ease of access for the User in subsequent play sessions

Open Issues

- How to ensure that younger users will be able to properly use the save game feature?
- How to most effectively make sure that all users are aware of the save game capability of the system
- Upper limit on amount of saved games that the System can record.
- Possibility of save game data corruption