Computer Science 2005

Group 11 Iteration 2 Fully Dressed Use Case Description

Save a Game

Primary Actor: User and those playing with

Stake Holder and Interest:

- User and those playing with the user – would like to save their game for to later resume

Pre-Conditions:

- There is a game already in progress
- There is no previous saved game (We have only planned to have one saved game at a time)

Post Conditions:

- The user and those they're playing with are able to resume a saved game

Main Success Scenario:

1. There is a game in already in progress
2. The user tells the system that they would like to save the current state of the game
3. If there is already a current game save the system asks the user if they would like to overwrite the current save
4. The user selects their choice
5. The system recognizes this action and saves the data
6. The system lets the player know that the state of the game has been saved
7. The user can choose to exit the game or continue playing

Alternative Flows:

1. user accidently tells system to save game or decides they do not want to overwrite the current save
2. System lets the current game resume as normal

Exceptions:

- If there is no space to write the game data to the system will tell the user this and not save the game
- If the system is blocked by the computer to save things in memory the system will tell the user and still give the option to save if the change is made

Special Requirements: Ability/Permission to write data to the computer the game is operating on, or some sort of online storage

Open Issues:

How will we represent the state of the game as data to read and write?

How would we deal with corrupt or suspicious game saves?