

Use Case Description: Save Game

Primary Actor: User (at least one Human Player)

Stakeholders and interests:

User: Desires to save a game that has already been played so that it is available to resume later by the right player, in the condition the user left and saved it.

Pre-Condition:

A game has started with at least one player playing the game and at least one move has been made by one or more players.

Post-Condition:

The game with the move(s) made has been saved successfully and is available to resume. The system is available to indicate whose turn it is based on the last move made before saving the game.

Main Success:

1. The user selects the “Save Game” option.
2. The system displays a window with a default name for the current game being saved.
[Alt 1]
3. The system provides the user with ability to change the default name, accept it or cancel saving.
4. The user changes the default name and accepts it. [Alt 2] [Alt 3]
5. The system displays a confirmation message indicating the name of the game being saved.
6. The system provides the user with an opportunity to confirm saving the game or cancel it.
7. The user confirms saving the game. [Alt 4]
8. The system displays a message showing the user the game has been saved successfully.
9. The system provides the user with an opportunity to resume or exit the game.
10. The user exits the game. [Alt 5]

Alternative Flow:

Alt 1: *The game cannot be saved.*

1. The system displays a message reminding the user no moves has been made and therefore game can't be saved. Use case ends.

Alt 2: *User accepts the default name without changing it.*

1. The flow proceeds to step 5.

Alt 3: *User cancels saving.*

1. The flow proceeds to step 9.

Alt 4: *User cancels saving the game.*

1. The flow proceeds to step 9.

Alt 5: *User resumes the game.*

Use case ends.

Exceptions:

If at any time the system is unable to save the game, display the required messages or provides different functionalities for the user, then the system informs the user of the problem, attempts to record the time and nature of the failure and the use case ends.

Open Issues:

1. Repetition of Alternate flows in main success.
2. What if a game has ended?