

Saving game

The user clicks the “Save” button. The system creates an instance of the game with the barricades and players in the same location. The system keeps track of who is to play their turn next. If closed the system opens that instance when the game is reopened.

Resetting the game

The user clicks the “New Game” button. The system creates a new board. The system places the barricades in the correct location. The system makes the users roll the dice to decide the sequence of turns.