**Use Case UC5:** Save Game

**Scope:** Chewy Lokum Legend Game

**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

*- Player:*

Wants to play a bug-free game, wants to be able to resume a past saved game, wants to the current game state.

**Pre-conditions:**

-Application is loaded and has access to the resident File System.

**Post-conditions:**

- Application records existing game according to the actual game instances.

**Main Success Scenario:**

1. User selects save game button on the game window.
2. System freezes the game.
3. System asks for a savegame file name.
4. User enters a label for the savegame.
5. System takes and ensures all actual game instances.
6. System writes a savegame file on disk.
7. System notifies the user about the savegame operation is successful.

**Extensions:**

\*a. At any time, System fails:

1. Application tries to restart automatically.

4a. The label contains invalid characters:

1. System warns user about the invalid characters.
2. System asks for a name again.

5a. Some of the game instances are missing or corrupted:

1. System gives error about inconsistent game instances.

6a System is not able to write a file on disk:

1. System asks the user about if the all permissions are given to the game.