



Fully Dressed Use Case Description

Load Game

Banana inc.

PRIMARY ACTOR:

Player

STAKEHOLDERS	INTERESTS
Players	Load the previously saved state of the game and/or quit.
Developer	Check if the game is being loaded properly as expected.

PRECONDITIONS:

There must be a valid save file present to load from.

SUCCESS GUARANTEE (POST CONDITIONS):

The game resumes at the saved state.

MAIN SUCCESS SCENARIO:

1. The player selects Load game option from the main menu.
2. The system presents a list of previously saved games. *[Alt1: Player has no saved games.]*
3. The player selects the game they want to load. *[Alt 2: Player selects a corrupted game file.]*
4. The system loads the selected game.
5. The system presents a dialog box confirming the successful loading of a game.
6. The system resumes the game board at saved state.

ALTERNATIVE FLOWS:

ALT1: PLAYER HAS NO PREVIOUSLY SAVED GAMES.

- The system presents a dialog box to the player, indicating that there are no saved game files available.
- The flow ends.

ALT2: PLAYER SELECTS A CORRUPTED GAME FILE.

- The system presents a dialog box to the player, indicating that the selected game file is corrupted.
- Flow resumes at Step 2.

EXCEPTIONS:

- If the selected game couldn't be loaded, the system will record the nature of error for debugging purposes.
- If program doesn't have access to the saved game file location, it will throw an error.

SPECIAL REQUIREMENTS:

- Load game button should be easily identifiable, the list of previously saved games should be easily readable, even for people that are visually impaired (e.g., color blindness).

OPEN CASES:

- How to implement the load game feature?
- How to proceed when the saved file is corrupted?