



Fully Dressed Use Case Description

Save Game

Banana inc.

Primary Actor:

Player

Stakeholders	Interests
Players	save the current state of the game and/or quit
Developer	check if the game is being saved properly

Preconditions:

Player has a fully set up game in progress.

Success Guarantee (Postconditions):

The current game state is saved in a file.

Main Success Scenario:

1. The player selects save option from game screen. *[Alt1: Player tries to quit game]*
2. The system presents a dialog box confirming whether player wants to save game. *[Alt2: Player selects "Don't Save"]*
3. The system notifies user of a successful save.

Alternative Flows:

ALT1: PLAYER TRIES TO QUIT GAME

- The system presents a dialog box confirming whether player wants to save game before quitting.
- Flow resumes at Main Success Scenario Step 3.

ALT2: PLAYER SELECTS "DON'T SAVE"

- The system closes dialog box.
- The game resumes where left.

Exceptions:

- If program doesn't have access to the location to be saved in, it will throw an error.
- If the system doesn't have enough storage to save game, it will throw an error.
- For any exceptions, the system records the nature of the error for debugging purposes.

Special Requirements:

- Save button should be easily identifiable, dialog boxes should be easily readable, even for people that are visually impaired (e.g., color blindness).

Open Cases:

- How to implement save and load game state?