

Resume a Game/Session

Primary Actor: Player

Stakeholders and Interests:

- Player: The player shall expect to resume/load a session of Blokus from where they saved their previous game.

Precondition:

- The player has initiated a game of Blokus.
- The player had saved a game/session.

Success Guarantee (Postconditions):

- The player is presented with their previous saved game.

Main Success Scenario:

1. The system displays a load and a new game option.
2. The player chooses to load a game. {*Alt 1: player doesn't have a save*}
3. The player selects the save file they wish to continue playing.
4. The system records the desired option of the player.
5. The system displays the board as per players choice

Alternative Flows:

Alt 1: Player doesn't have a save

1. The system starts a new game.

Exceptions:

- The player could try to resume from an unsaved game. The system displays a pop-up window suggesting there currently is no saved game.

Open Issues:

- What if a save file becomes corrupt or is manually edited by a user and results in an error?