

## **Use Case Description (Save a Game)**

**Primary Actors:** User.

### **Stakeholders and Interests:**

1-) User:

- Would like to save the current game state to resume later.
- Store all the information regarding player specifications.

2-) Computer AI:

- To save the difficulty level previously selected.

### **Pre-Conditions:**

- There is a game currently in progress.
- There is no previously saved game (The team has decided to save up to one game).

### **Post Conditions:**

- The user is able to resume playing an unfinished game.
- All the information has been retrieved correctly.

### **Main Success Scenario:**

1-) The user indicates the system to save the current state of the game. [Alt1: The saving option is not available yet.]

2-) The system checks for any previously saved games. [Alt2: There exists a previously unfinished game.]

3-) The system asks the user for confirmation to save the game. [Alt3: The user does not wish to save the current game.]

4-) The system saves the data of the game.

5-) The system informs the user that the game has been successfully saved.

[Alt4: The game could not be saved.]

6-) The user now has the option of exiting the game or continue playing.

### **Alternative Flows:**

Alt1: The saving option is not available yet.

- 1-) The system waits until the required information has been collected to save the state of the game. (for example, user has not entered all the information required to save the game, therefore saving the game is not available).

Alt2: There exists a previously unfinished game.

- 1-) The system gives the user the option of overwriting the previous game.

Alt3: The user does not wish to save the current game.

- 1-) The system will ignore the save action and resume with the game.

Alt4: The game could not be saved.

- 1-) The system informs the user there was an error while saving the state of the game.

### **Exceptions:**

- If there is not enough space available to save the game data, the system will indicate this to the user and not save the game.
- If the system is denied by the computer to save information in the computer's memory, the system will inform the user and proceed to save the game if the necessary adjustments are made.

**Special Requirements:** Ability/Permission to write data to the computer the game is operating on.

**Open Issues:**

- How will we represent the state of the game as data to read and write?