**Brief Case Description 1 (Playing)**: For the computerized version of the board game “Ricochet Robots”, the user will be prompted to create a new game. Followed by this action, the user must specify how many players will be participating in the game, whether they are individuals or computer players, the difficulty, and the desired design for the game board. Once this previous information is collected, the game will randomly assign a robot to start the game.

After the player in turn decides how many moves it will take to reach the desired destination, the game starts a timer for other players to input their move count. If a player has a better move count than the player in turn, they win the turn. The player with the highest score from making successful move counts is declared the winner.

**Brief Case Description 2 (Saving)**: In the scenario where the user is forced to abandon the game, this information can be saved and retrieved later so that the game can be resumed. The game will allow up to one game to be saved, and if the user decides to start a new game instead of continuing a previous one, the information of the previous game will be deleted and removed from the system.

**Brief Case Description 3 (Resuming)**: If the user did not complete a previous game and decided to save its progress, instead of creating a new game, the preceding game may be loaded and resumed.

**Brief Case Description 4 (Pausing)**: If the user needs to stop the game, but would like to continue it without closing the game, the computer based version of Ricochet Robots will include a pause button that will temporarily stop the computer players and the user from making any moves.