**Brief Case Description 1 (Player wins the turn)**: The player rings the bell. And then enter the number of steps. Then the system validates the steps. The player makes the moves. After no other player rings the bell the system sees if the player reaches the destination.

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.

**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. The location where all the players were located will remain the same, as well as who’s turn is next, and any other functionality details to ensure a proper development of the game.

**Brief Case Description 4 (Provide Hints)**: Preconditions: The player has already entered the number of steps and is trying to decide the next move.

-The player doesn’t make a move during the next 15 seconds; the system gives the user hint about which possible directions the user can go. User selects one of the suggested paths, the system waits for another 15 seconds, and then follows by giving the hint for the next step. This process is repeated until the user reaches the destination.