Use Case	Save A Game
Primary Actor	Player
Stakeholders and Interests	• Players – Want to be able to save and exit the game at any time, then resume their saved game without losing any progress.
Pre-conditions	Player has successfully set up a game.
Post-conditions	Player is informed that their game has been successfully saved and added to the list of saved games.
Main Flow	1. The user requests to the save the current game they are playing. 2. The system asks the user to confirm saving their game. [Alt 1: User elects to not save] 3. The user confirms they want to save. 4. The system requests that the user give their game a name. 5. The user provides a name for their game. 6. The system checks if there is a free slot in which to save their game [Alt 2: All saved game slots are full] 7. The system checks if a saved game with the provided name does not already exist. [Alt 3: A saved game with the provided name already exists] 8. The system records the saved game, updating the list of saved games. 9. The system informs the user that the save was successful.
Alternative Flows	Alt 1: User elects to not save 1. The system returns the user to gameplay. Use case ends. Alt 2: Too many games are already saved 1. The system informs the user that they can't save the game, the saved games list capacity is full. 2. The system offers the user the opportunity to delete other saved games or cancel their current save. Alt 3: The given name already exists 1. The system informs the user cannot save game as one with the given name already exists.

	2. The system offers the user the opportunity to replace the existing saved game or to change the name of the game to be saved.
Exception	• If at any time during the use case the system is unable to record or provide details then the system informs the user of the problem, and the use case ends.
Special Requirements	
Open Issues	• How many games can a user save? • Can the user save a game in middle of a turn or must they wait until the turn is over? • What happens after the user saves the game?