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| Use Case | Save A Game |
| Primary Actor | Player |
| Stakeholders and Interests | * Players – wants to be able save the game at any time, and be able to resume their saved game with out any progress lost |
| Pre-conditions | Player has successfully set up a game. |
| Post-conditions | Player is aware their game has been successfully saved. The saved game is 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 if they are sure they want to save their game. [Alt 1: User elects to not save] 3. The user confirms they want to save. 4. The system asks the user to give their game a name. 5. The user selects a name for their game. 6. The system checks to many games are not already saved [Alt 2: To many games are already saved] and that the name given does not already exist. [Alt 3: The given name already exists] 7. The system records the saved game, updating the list of saved games. 8. The system informs the user the save was successful and offers the user the opportunity to start a new game or load a game. |
| Alternative Flows | Alt 1: User elects to not save   1. The system returns the user to gameplay. Use case ends.   Alt 2: To many games are already saved   1. The system informs the user cannot save game due to many games already saved. 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 due to the given name already exists. 2. The system offers the user the opportunity to overwrite existing saved game or to change the name they gave. |
| Exception | * If an 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 users save a game in middle of a turn or must they wait till the turn is over? |