Case 2: Save Game

Primary Actor: Player

Stakeholders and Key Interests:
- Player: Wants to save the game board.
- Developer: Wants to take feedback from the player to find what was difficult/can be improved and solve the bugs
- Teacher and TAs: Want to monitor the development of the game and grade it.

Preconditions:
- A game must be started and still in progress. There must also be at least one move left to make.

Success Guarantee (Postconditions):
- The system successfully saves the board game with the progress made so far.

Main Success Scenario:
1. The player chooses to save the file.
2. The system allows the player to give a name to the game to be saved.
3. The system verifies that the entered filename is valid and another with same name does not exist.
4. The system doesn't allow player to rewrite in the same game to avoid confusion. That is, user can continue the game after saving it but will have to save new progress in new file.
5. The game is saved successfully if the given name is unique.

Alternative Flows:
Alt Flow1: File already exists.
1. The system displays a message that the file already exists.
2. The player changes the to-be-saved-file name.
3. Flow gets back on track at step 3.

Exceptions:

- If for some reason the game fails, the use case ends.

Special Requirements:

- Player pieces can have numbers for colour blind players and can provide colours used.

Open Issues:

- Is the player provided with enough hints on how game can be saved?