Use Case: save and continuing the games

**Primary Actor**: Player

**Stakeholder and interests**:

Player: wants to save their game's data and continue the incomplete game.

other players: want to ignore the past data and start a new game.

**Preconditions**: company have enough storage space for games

**Postconditions**:

The data of the game was recorded successfully, the player can choose to continue the game or start a new game

**Success Guarantee: the** player can record their current game data before they close the game and continue the game when they restart the game.

**Main Success Scenario**:

1. game in the process, user want to exit the game when game in the process

2. the system displays option to ask the user if he/she wants to save current game data

3.user choose yes (Alt1: user choose no)

4.the system store data in storage

5.user exit the system

6. user restart the system, system display options if the user wants to start a new game or continue game

7.user choose to continue; system display the game data it records in storage space. (Alt 2:user choose to start a new game)

**Alternative flows**:

Alt1: user press “no” button

1. system display options to ask user if they want to exit the system or re-start a new game

2. if the user chooses to exit game, close the system.

If the user chooses to re-start a new game, the system display the main interface.

Flow resumes at Main success scenario 6

Alt2: user chooses to start a new game

1. system unload the game data it records

2. system initiates a new game for the user.

Flow resumes at main success scenario 1

**Exception**:

If the computer do not have enough storage space for the system to record the game data, the system informs the user and the use case end.

**Special requirements**:

The system need to create a separate folder to store the data of the games.

Use Case: take turn

**Primary Actor**: Player

**Stakeholder and interests**:

Player: wants to follow the specific order game have and skip their turn when they require it.

**Preconditions**: game have been initiated; every player ready for play game.

**Success Guarantee**: every player follows the specific order to play the game, the game enables players to skip their turn when they want.

**Main Success Scenario:**

1. all player ready to play the game, the first player starts to place his piece.

2.after first player finishes placing the piece, system display this piece on the main game interface.

3.follow the clockwise order, it is turn for the second player to play the game.

4.second player finish place the piece (Alt1: player choose to skip the turn)

6. follow the clockwise order, the third player start place piece and finish the turn (Alt2: only 2 players)

7. follow the clockwise order, forth player start place piece and finish the turn

8.after all player finish their first round, the second round starts. The order for the second round is the same as the first one.

9. system continues to create the third/fourth/fifth…. round until current game finished.

Alt1: player choose to skip the turn

1. The system displays the notification for every player shows that current player skips the turn

2 Flow resumes at main success scenario 3

Alt2: only 2 players

1 after the second player finish the game, it is turn for first player to place another colour of pieces

2 after two players place two colour of the piece, first-round finish

3 flow resumes at main success scenario 8

**Exception**:

If one of player neither place the pieces nor skip the turn more than 1 min, system skips his turn automatically.

**Special requirements**:

Specific order pre-set in the system.