

Brief use cases

Load a Game:

The user selects the “Load game” option upon entering the main menu. User selects which game slot they would like to resume. The game data is retrieved from a defined storage space. The previously saved game is resumed where it was left off.

Save and Quit the Game:

User(s) decides to stop the game without meeting a natural conclusion. Save option from the menubar is selected and a file with the game’s data is created and stored in defined storage space. The game is closed by selecting the “Quit” option from the pause menu.

Selecting A Colour Palette:

The player selects the default colour palette or colour deficient mode. The Game saves the selected option and the game begins.

Capturing And Reserving The Piece:

The game invokes the appropriate method in the case when the pile contains more than 5 pieces after the player’s move. The piece at the bottom of the pile is captured if it is of a different colour than that of the player or reserve in case the colour of the piece matches that of the player.