Save and Exit

Primary Actor: Player

Stakeholders and Interests:

Player: wants to stop the game at the current point to continue at a later stage.

Pre-condition:

There is currently a game being played that has yet to reach a conclusion.

Success Guarantee (Postconditions):

The game saves successfully and a new profile is created for future access. The game exits successfully.

Main Success Scenario:

1. The user presses the "Save & Exit" button from the pause menu.

   [Alt 1: Player selects "Save", elects to continue playing]

2. The system prompts the user to select a slot for their save file.
3. The system asks for a title for the selected save file.
4. The system asks the user for confirmation before exiting the application

Alternative Flows:

Alt 1: Player selects "Save", elects to continue playing

Flow skips step 4 and game continues.

Exceptions:

· If the game is exited while the save file is being created, the save file will get corrupted. When the user attempts to access the file in the future a relevant message will be displayed. The user will be warned of this exception after Step 1.