

# 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:**

The player has started the game and it has not concluded.

**Success Guarantee (Postconditions):**

The game saves successfully with the exact game state at the time of saving. A new profile is created for future access. The game exits successfully.

**Main Success Scenario:**

1. The user presses the button for save and exit from the menu.

*[Alt 1: Player selects the button for save to continue playing]*

2. The system prompts the user to select a location for their save file.
3. The system asks for a title for the selected save file.
4. The system records the game state to a new document.
5. The system exits the application .

**Alternative Flows:**

*Alt 1: Player selects the button for save to continue playing*

1. 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.

If the file the user wishes to create already exists the system will ask the user if they want to delete it and save a new file.