

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 “Quit Without Saving”][Alt 2: Player selects “Back”]

2. The system prompts the user to select a slot for saving the game state.
3. The system asks for a title for the selected save file.
4. The system records the number of players, type of players, bot’s difficulty level, current turn, occupied and unoccupied spaces and reserved and captured pieces by storing the data into the file.
5. The system exits the application successfully.

Alternative Flows:

Alt 1: Player selects the “Quit Without Saving”

1. The system does not save the current game data.
2. The system exits the game successfully

Alt 2: Player selects “Back”

1. The system closes the display

2. The game resumes where it left off
3. End of use case

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.