

Save and Exit

Primary Actor:

Player

Stakeholders and Interests:

Player: wants to stop the game at the current point and save, wants to exits the game after saving.

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 system prompts the user to select a slot for saving the game in the current state.

[Alt 2.1: "Quit Without Saving"] [Alt 2.2: "Back"]

2. The system asks for a title for the selected save file.
3. 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.
4. The system exits the application.

Alternative Flows:

Alt 2.2: "Quit Without Saving"

1. The system does not save the current game data.
2. Skips to step 4.

Alt 2.2: "Back"

1. The system closes the display.
2. The game resumes where it left off
3. Use case flow stops.

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 system finds the selected save slot occupied, it will ask the user if they want to overwrite it.