**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 and 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 pause menu.

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

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

**Alternative Flows:**

*Alt 1: Player selects the button for save 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.