**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]*

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 “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.