

Fully Dressed Use Case: Give up

Primary Actor:

The player

Stakeholders and Interests:

The human player

The AI players

Preconditions:

The match must be on ongoing

Postconditions:

The system saves the current state of the game if asked by the player and then exits the game.

Main Success Scenario:

1. The system starts the turn for the user
2. The user chooses to exit the game
3. The system displays buttons for yes and no, asking the player if they want their match to be saved (**Alt 1**)
4. The user selects the no option
5. The system wipes the last game and shows the main menu
6. The player chooses the 'exit' button and stops playing the game

Alternative Flow:

Alt 1 : User saves current match

(Alternative flow starts from the 3rd step of the main success scenario)

1. The system displays buttons for yes and no, asking the player if they want their match to be saved
2. The player selects yes
3. The system saves all the current match information to a text file
4. The system takes the player to the main menu
5. Goes back to step5 in the main scenario

Exceptions

If at any time the system fails to retrieve information from the file that contains the data of the last saved game, the system informs the user about the issue and the use case ends.

Special Requirements

If the user decides to save, all the information required to recreate the current game session must be stored in a file.

Open Issues

What kind of file will the information be stored on?

What will be the format to put the information in?