Use Case 4: Save Solved Puzzle
Scope: Sudoku Solver
Level: Player Goal
Primary Actor: Player
Scenario: N/A
Related Use Cases: *Use Case 1: The Player Shall Play a Game*
Stakeholders & Interests:

- Player: Wants to save off a Solved Puzzle

Preconditions: A solved puzzle is diplayed to the Player
Postconditions: The solved puzzed saved off to a named file and location dictated as dictated by the Player
Success Gurantees: The solved Puzzle is saved off to a file named by the Player at a location dicated by the Player

Main Success Scenario:

Player	Sodoku Solver
1. Save the Solved Puzzle	
	2. Request Location & Filename
3. Enter Location and Filename to save solved Puzzle	
	4. Goes to location, creates file based on the name dicated by player
	5. Saves solved Puzzle to file
	6. Closes file

Alternative Flows:

1a. If the Puzzle is not Solvable, then the System does not save the unsolvable Puzzle (*See Extenstions 2a, 3a in Use Case 1: Play Game*)

4a. 5a. If the file aready exists, then the System alerts the Player the file already exists and asks for overwrite permision: System only overwrites file upon Player Permission

4b. If file creation is not possible, then the System alerts the Player of the issue

5b. If saving the file is not possible, then the System alerts the Player of the issue

6a. If closing the file is not possible, then the System alerts the Player of the issue

Special Requirements:

- None

Technology & Variations List:

- None