

Fully Dressed Use Case

Group No# 9

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Load a saved game

Primary Actor: User

Stakeholders and Interests:

- *User*: wants to load saved game state and resume playing the game from the same point it was saved on.
- *Players*: want to continue playing from where they left off.
- *Software Developers*: want the game to start without any errors
- *UI Designers*: want the interface to feel interactive and user friendly

Preconditions:

- Open Blokus Game use case
- The option to load saved game has been selected by the user.[reference: Open Blokus Game use case]

Postconditions:

- Positions of pieces placed on the board are loaded.
- The game is loaded with remaining saved pieces.
- Current turn of a player is loaded.
- The game is loaded with the correct number of players.
- The colours for every player is loaded with correct piece colours of every player.
- The game is loaded with previously saved CPU difficulty level.

Main Success Scenario:

1. The system allows the user to load a saved game.
2. User selects the option to load a saved game.
3. The system prompts the user an option to load one of the saved games. [Alt 1: User selects exit while in load screen window]
4. The system informs the user that unsaved changes to the current game will be lost.
5. The system prompts the user to save the current game or to go to the load screen without saving.
6. The user confirms to load the game selecting “yes”. [Alt 2 : User selects cancel in the window]
7. The system loads the game with the correct number of players, human and computer players from saved state. [Alt 3: System fails to load the game.]
8. The system loads the difficulty level. [Alt 4: System fails to load difficulty level]
9. The system loads the game with correct colours and pieces for each player.

10. The system loads the game with correct number remaining pieces. [Alt 5: System fails to load with correct number of remaining pieces]
11. The system loads the game with pieces in correct positions. [Alt 6: System fails to load pieces in correct positions]
12. The system fully loads the game.
13. The game continues with a player's turn.

Alternative Flows:

1. Alt 1: User selects exit while in load screen window.
 - The application closes [Use case ends]
2. Alt 2: User cancels the load game option.
 - The current game continues [Use case ends]
3. Alt 3: System fails to load the game.
 - System informs the user it was unable to load the game.
 - Error log is created and saves the information for developers to review.
 - Flow resumes at Main Success Scenario Step 3
4. Alt 4: System fails to load difficulty level.
 - System informs the user it was unable to load difficulty level.
 - Error log is created and saves the information for developers to review.
 - Flow resumes at Main Success Scenario Step 3
5. Alt 5: System fails to load with correct number of remaining pieces.
 - System informs the user it was unable to load the game with correct remaining pieces.
 - Error log is created and saves the information for developers to review.
 - Flow resumes at Main Success Scenario Step 3
6. Alt 6: System fails to load pieces in their correct positions.
 - System informs the user it was unable to load the game with correct positions for pieces.
 - Error log is created and saves the information for developers to review.
 - Flow resumes at Main Success Scenario Step 3

Exceptions:

- If there is no saved state to load from the system informs the user and the use case ends.

Special Requirements:

- The system should be able to load a saved game with saved piece positions on the board.

Open Issues:

- What happens if some of the players are are not available to play the game when it is loaded?