

**Name:** David Munson

**Project:** AstroExplorer: Voyage Home

**User Requirement-04:**

**Use Case 5: Start New Game**

The player needs to be able to start a new game from the menu

**Use Case 6: Load Game**

The player should be able to load a previous game state from the menu

**User Requirement-07**

**Use Case 12: Save Game**

The player should be able to enter the menu while playing the game and save their current game to be loaded later.

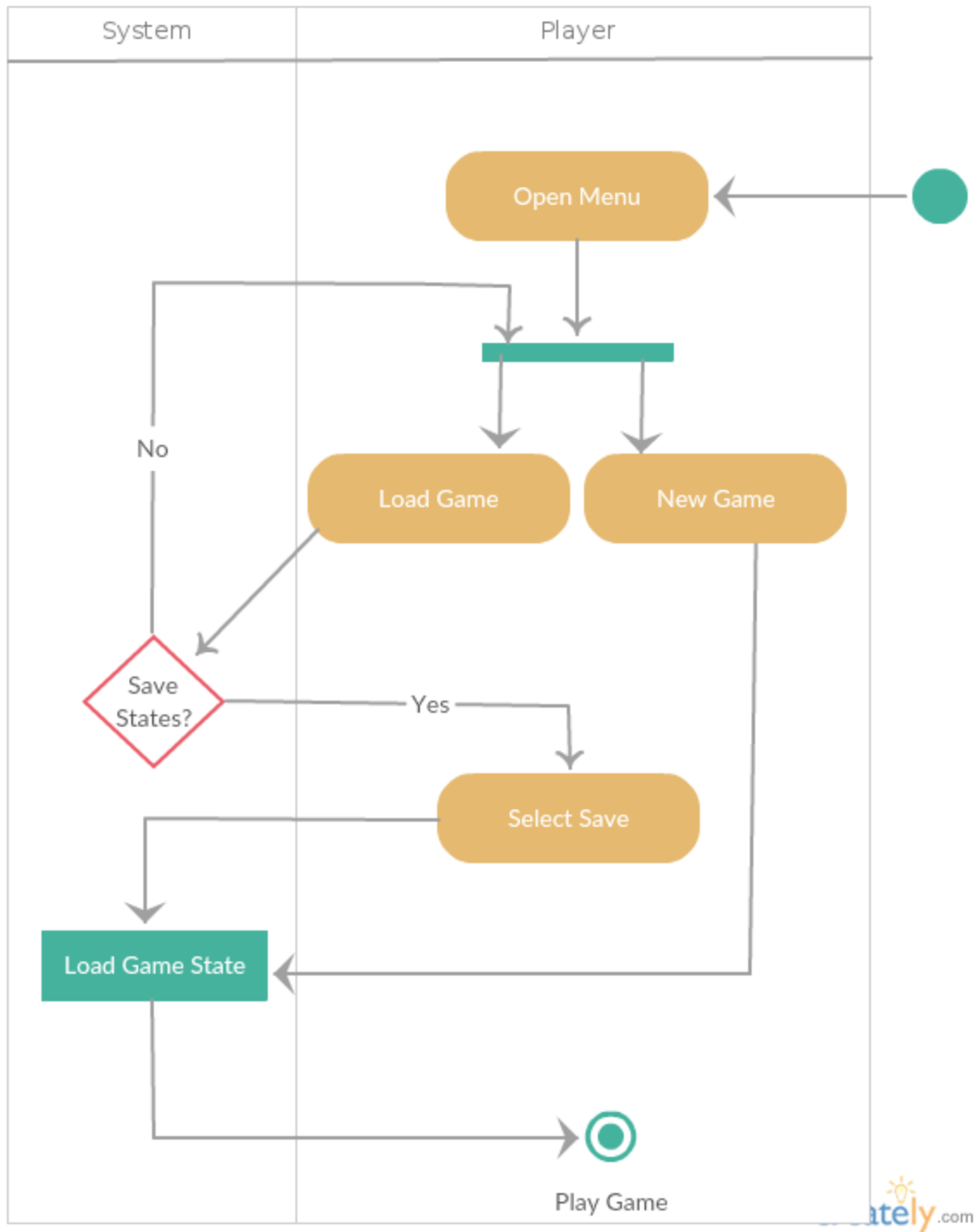
**Use Case Documents:**

Use Case ID:	UC-05/06		
Use Case Name	Starting a game		
Description	As the player I want to be able to either start a new game or load an old savegame.		
Actors:	Player		
Pre-condition	The player must be at the menu screen and have previously saved games		
Post-condition	The Player is in game at the point where they saved		
Frequency of Use	A necessary function in-game		
Flow of Events:		Actor Action	System Response
	1	Player selects new game	Game starts at the beginning state
	2	Player selects load game.	Saved states are displayed to the player
	3.	Player selects a saved state	The game starts at that saved state
Variations	2. if there are no saved states then the system displays the		

	message “No saved game data found” and remains on the main screen.
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Use Case ID:	UC-12		
Use Case Name	Saving a game		
Description	As the player I want to be able to save the state of the game		
Actors:	Player		
Pre-condition	The player must be in a current game and access the menu		
Post-condition	A game state is stored in SQLite database. Which can be loaded latter		
Frequency of Use	Whenever a player decides to stop playing		
Flow of Events:		Actor Action	System Response
	1	Player selects Save game from the menu	The menu displays options for saving the game
	2	The player chooses to override a previous save	Game state is stored for later retrieval and previous save is removed
	3	The player chooses to create an additional saved game entry	Game state is stored for later retrieval
Variations	none		

Requirement ID: UR-04  
Use Case IDs: UC-05 UC-06  
Name: Start a Game  
Author: David Munson



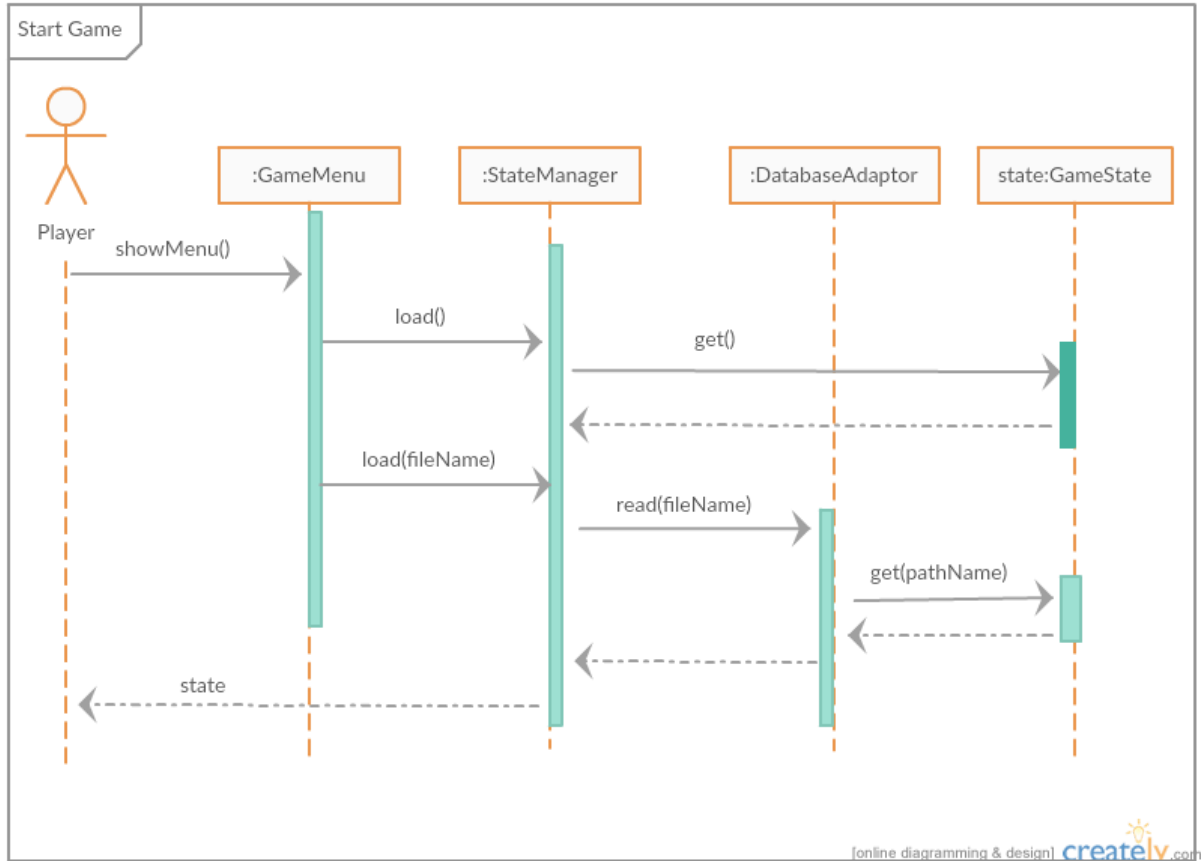
Requirement ID: UR-04

Use Case IDs: UC-05 UC-06

Name: Start a Game

Author: David Munson

Description: The player should be able to enter the menu and from there load a game state. This may be starting a new game instance or loading a game that had been previously saved. The game should then be initialized at that state and the player can begin gameplay.



Requirement ID: UR-07

Use Case IDs: UC-12

Name: Save Game

Author: David Munson

Description: The player should be able to enter the menu from gameplay and save their game state. It should be stored in a database so that it can be loaded and the player can continue the game at any time. The player should receive a message confirming the success of the save or notification of failure to save.

