

# **Use case description : Save and Quit**

## **Primary actor:**

- User

## **Stakeholders and interest:**

- User: Quit in the midst of a game and save it for later

## **Preconditions:**

- User must initiate the game by following the instructions
- User must select the number of players and level of difficulty
- The board must be loaded

## **Postconditions:**

- System saves the game by storing data of the current position of all pieces on the board and exits the game

## **Main success scenario:**

1. User is in an ongoing game
2. The system displays the option to Quit the game in the interface
3. User selects Quit game
4. The system retrieves the list of options available and displays them to the user.
5. User selects "Yes". (Alternative flow 1 and 2)
6. The system records the selection and saves the game by storing data of the current position of all pieces on the board
7. The system terminates the game

## **Alternative flows:**

User selects "No"

1. The system does not store any data of the current game
2. The system terminates the game

User selects "Cancel"

1. The system closes the option that allowed the user to choose if they wanted to save the game before exiting
2. Use case ends

**Exceptions:**

- If at any time the system fails to retrieve or record the details while quitting the game, the system informs the user of the issue and the use case ends

**Special requirements:**

- Choose a color scheme so that it is easy for people with color deficiency to read

**Open issues:**

- Make sure the system records or does not record data of the current game based on the user's selection
- Make sure the system goes to the game if the user selects "Cancel"