

Use case description - Resume game

Primary actor:

- User

Stakeholders and interests:

- User: Resume a game they have left earlier

Preconditions:

- User must initiate the game by following the instructions
- User must have already played the game at least once and saved it

Postconditions:

- System retrieves the saved game and displays the board to the user

Main success scenario:

1. User opens the game by following the instructions
2. The system displays the option to “Start new game”, “Resume game” and “Exit game”
3. User selects “Resume game”
4. The system retrieves the number of players and difficulty level of the last game the user had saved
5. The system also retrieves the position of each block on the board
6. The system then loads the board according to the retrieved information and displays it to the user

Alternative flows:

Start New game

- User selects “Start new game”
- The system displays the user options to select number of players, difficulty level and colorblind mode
- Based on the users selection the system loads and displays a new board to the user

Exit game

- User selects “Exit game”
- The system terminates the game and the use case ends

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:

- The system must be able to display the saved game in colorblind mode if needed.

Open issues:

- Make sure that the data of the previous game was stored in text file when saved
- Make sure that the system retrieves data from the text file that contains the data of the saved game