Brief Use Case Description

Can't Stop

Reset Game:

While playing, the user has the option to cancel their progress and restart the game from scratch.

Pause Game:

A player has the ability to halt a game's progress. At this time, a player can also choose to save their progress in the game. The system can save a game when it is paused so that it can be picked back up later.

Save Game:

By pressing a button, a player can save where they are in the game right now. The application will save the game's current state in the system. The player can come back to the saved game at a later time.

Exit Game:

While playing, the user has the option to stop the game's current progress by pressing a button. If the user wants to save the game before it ends and come back to it later, they can do so; otherwise, the game ends without preserving their progress.