Use Case Description – Saving Game:

Primary Actor:
Human User

Stakeholders and Interest:
User: Wants to save their game progress so they can resume playing later.

User Parents: Wants their child to be able to easily resume their game progress and monitor their child's game progress.

Developer: Wants the game to be user-friendly and efficient in saving game progress.

Preconditions:
The user is playing the game and wants to save their progress.

Postconditions:
The game progress is saved and can be resumed later.

Main Success Scenario:

1. The user ends his turn and selects the option to save the game. *[Alt1: Save game option not available]*

2. The system displays a prompt for the user to enter a name for the saved game.

3. The user enters a name for the saved game. *[Alt 2: Invalid name entered]*

4. The user confirms that he or she wants to save the game. *[Alt3: User declines to save game]*

5. The system stores the game progress under the specified name, including all game variables and data such as the user's current location, inventory, and score.

6. The system informs the user that the saved game has been stored successfully.

7. The user resumes the game or exits the game.

Alternative Flows:

[Alt1: Save game option not available]

1. The system informs the user that the save game option is not available currently and the use case ends.

[Alt 2: Invalid name entered]

1. The system informs the user that the name entered is invalid and prompts the user to enter a different name.

[Alt3: User declines to save game]

1. The system informs the user that the game will not be saved. The use case ends.

Exceptions:

- If the system encounters any errors in saving the game, it informs the user and the use case ends.

Special Requirements:

1. The saved game should be easily accessible and retrievable.

2. The user must be able to easily delete a saved game if desired.

Open Issues:

1. Compatibility with different devices and storage capacities.

2. The possibility of saved game files becoming corrupted or lost.

3. The possibility of saved game files being tampered with, potentially leading to cheating or loss of game progress.