

## Brief Use Case Descriptions

### Blokus Board Game

#### Pause Game

A player can stop the progress of an ongoing game. A player has the option to save the game at this point as well. When a game is paused it can also be saved by the system to be resumed later.

#### Resume Game

A player can resume a previously saved session. The system will prompt the user to select the desired session from a list of saved games which will resume the game to the current point to which it was saved by the user.

#### Reset Game

A player can terminate game progress while playing and restart game from the beginning.

#### Saving Game

A player can keep the current progress of a game by the push of a button. The system will then save it in the system and a player can return to it later if desired.

#### Exit Game

A player can keep the current progress of a game by the push of a button. The A player can terminate a game while playing. Before termination a player has the option to save the game if they would like to keep their current progress, if not then the game terminates without saving the progress.