

SAVE GAME

Primary Actor: Player

Stakeholders and Interests:

- *Player:* Wants to save the state of the board/pieces to have it loaded at another time

Preconditions:

- It is the player's turn

Postconditions:

- The system outputs a message stating the save was successful

Main Success Scenario:

1. The player decides to save the game
2. The system asks the player if they want to overwrite the previous save if there is one
3. The player elects to overwrite the save (Alt1: The player elects not to overwrite the save)
4. The system saves the current state of the game

Alternative Flows:

Alt1: The player elects not to overwrite the save

1. The game continues with no changes

Exceptions:

- If at any time, the system is unable to save the game when it is the player's turn, then the system outputs a message stating the save failed.

Special Requirements:

- Color of pieces used must provide – or be able to provide for color vision deficiency.
- Should be able to save quickly (within 3 seconds)

Open Issues:

- In case of a crash, does the system save over a previous save?
- Should we allow for more than one save?