Brief Use Cases

Load a game

The player selects the option to load a previously saved game. The system verifies that there are previously saved games and provides the player with the list of saved games to choose from, processes the user's choice and resumes selected game.

End a game

The player selects the option to end the current game. The system confirms if the player wants to save before exiting. After the player makes their decision and confirms, the system ends the current game.

Save a game

The player selects the option to save the current game. The system prompts the player for a file name, saves the game and informs the player that the game has been saved successfully.

Settings Menu

The player has the option to select the settings menu before starting a game or during their turn. The system pauses the game and displays the settings menu with all available settings. The player selects and modifies a setting, then the system saves and applies the changes made and returns to the game.