Use Case 6: User Saves Game

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Use Case	Player saves game
Primary Actor	Player
Stakeholders and Goals	• **Players:** want game progress to be saved. • **Developers:** need game progress to be saved, to extend time user plays game.
Preconditions	• The user has created a character • The user is at the end of a turn • User's character has not died as a result of the turn
Postconditions	• Current character information and stats are saved to the save file • Saved game is accessible from the "load game" portion of welcome screen
Main Success Scenario	1. Player ends a turn 2. Player is alive 3. Player selects "save game" option 4. Player is prompted to override previous save state, and shown its information 5. Player confirms desire to override previous save 6. Character information and stats are saved to the save file

Extensions (Alternate Flows)	a) (Steps 1 & 2) Player dies during turn
	   1. Game to that point is over
	   2. Any progress made from last save is lost
	   3. User is prompted to return to previous save point
	b) (Step 4) Player does not override previous save
	   1. User is given option to continue without saving or to create additional saved game
	   2. User selects one of the two options
	   A*) If user decides to continue without saving, player advances to beginning of next turn
	
	   B*) If user decides to create additional saved game, character information and stats are saved to the new save file