

Contract GameInstance: saveGameInstance

Operation: saveGameInstance()

Cross References: Use Case 6: Save 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:

- A Boolean is returned confirming the save was created
- A new folder is created to hold game saves
- A new playerName.sav file is created
- The objects of the GameInstance are serialized and placed in the .sav file