

Fully Dressed Use Case - Give Up

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Primary Actor:

The player

Stakeholders and Interests:

The human player

The AI players

Preconditions:

The match must be ongoing

Postconditions:

The system saves the current state of the game if asked by the player and then exits the game.

Main Success Scenario:

1. The system starts the turn for the user
2. The user chooses to exit the game
3. The system displays a bar that asks the player to either save the current match before leaving or exit totally by not saving anything **(Alt 1)**
4. The user selects the exit option
5. The system wipes the last game and shows the main menu **(Alt 2)**
6. The player chooses the 'exit' button and stops playing the game

Alternative Flow:

Alt 1 : User saves current match

(Alternative flow starts from the 3rd step of the main success scenario)

1. The system displays a bar that asks the player to either save the current match before leaving or exit totally by not saving anything

2. The player selects to save the current game
3. The system opens a new box that allows navigation to a folder and naming a file
4. The user selects a location, and names the file
5. The system saves the state of the game to the file
6. The system takes the player to the main menu
7. The user then closes the game window to exit the game.

Alt 2 : User chooses to start a new match

(Alternative flow starts from the 6th step of the main success scenario)

1. The system wipes the last game and shows the main menu
2. The player chooses to start a new game as the previous match wasn't saved
3. The system asks to input all the required fields for initiating a game
4. The player inputs all the required fields
5. The player clicks the start button
6. The system validates the inputs and starts a new game

Exceptions

Special Requirements

If the user decides to save, all the information required to recreate the current game session must be stored in a file.

Open Issues

What kind of file will the information be stored on?

What will be the format to put the information in?