# Use Case Description– Load a Game

**Primary Actor:** Kids

**Stakeholders and Interests:**

1. Parents: Game has educational value and can strengthen their relationship with their children.
2. Board game/Can't Stop fans: Can enjoy the game without access to a board, cost saving.
3. Board game companies: As more games go out of print and put online, there is a decrease in demand for physical board games and sales decrease.
4. Game websites: Adding more content to their website increases revenue.

**Preconditions:** Players all understand the rules of the game and have played a game previously.

**Success Guarantee:** Players have loaded up a previously saved game and the game continues from where it was left.

**Main Success Scenario:**

1. The system offers the user the option to begin a new game or load a previous game.
2. The user chooses to load a previous game. [*Alt1: Begin new game*]
3. The system retrieves information on how many games have been saved, and the dates they were saved. [*Alt2: No saved games*]
4. The system informs the user of the number of games saved and their save dates.
5. The system asks the user which save file they'd like to load. [*Alt3: Only one save file*]
6. The user selects a file.
7. The system retrieves a short summary of what is happening in that game (Information about players names, shapes, and colours and current scores).
8. The system displays to the user the game summary information.
9. The system asks the user if they'd like to continue playing that game.
10. The user selects to continue playing the game. [*Alt4: User does want to continue that game*]
11. The system informs the user that the game has been selected.
12. The system retrieves information about which player will be taking the first turn, as well as the locations of pieces on the board.
13. The system informs the user whose turn it is.
14. The system displays the board and allows the user(s) to begin playing. [Use Case Ends]

**Alternative Flows:**

*Alt1: Begin new game*

1. Flow is redirected to "Set Up a Game" Main Success Scenario. [Use Case Ends]

*Alt2: No saved games*

1. The system informs the user that they have not saved any games and that they must begin a new game.
2. Flow is redirected to “Set Up a Game” Main Success Scenario. [Use Case Ends]

*Alt3: Only one save file*

1. Instead of offering the user a choice of save files (Main Success Scenario Step 5), the flow skips to Main Success Scenario Step 7.

*Alt4: Does not want to continue selected game*

1. Flow resumes at Main Success Scenario Step 5.

**Exceptions:** If at any point in the process a player decides not to load a new game they may exit the use case and start a new game/not play at all. If a game is loaded with a certain number of players, this number must not be changed, players must begin a new game if they wish to add or remove anyone.

**Special Requirements:** Pieces and game board should be coloured and sized to accommodate the visually impaired, allowing them to move and identify their cubes easily. Dices and numbers on the board should be printed clearly.

**Open Issues:** Will a player be allowed to change certain player settings (name, shape, color) once they load a game?

# Use Case – Save a Game

**Primary Actor:** Kids

**Stakeholders and Interests:**

1. Parents: Game has educational value and can strengthen their relationship with their children.
2. Board game/Can't Stop fans: Can enjoy the game without access to a board, cost saving.
3. Board game companies: As more games go out of print and put online, there is a decrease in demand for physical board games and sales decrease.
4. Game websites: Adding more content to their website increases revenue.

**Preconditions:** Players have completed the set-up process and have chosen a valid number of players, with a name, shape and color for each player.

**Success Guarantee:** The game progress and player settings have been recorded.

**Main Success Scenario**

1. The system offers the user the option to save their game or continue playing.
2. The user selects to save their game. [Alt1: *Continue playing*]
3. The system checks whether this game had been saved previously.
4. The system informs the user that their game was not a previously saved game file. [Alt2: *Previously saved game*]
5. The system retrieves the number of previously saved files.
6. The system informs the user that there is room to save a game. [Alt3: *Too many save files*]
7. The system asks the user to confirm they are ready to save their game to play again later.
8. The user chooses to save the game. [Alt4: *Keep playing*]
9. The system retrieves information about the players names, shapes, colours, and scores, as well the locations of pieces on the board.
10. The system records this information.
11. The system informs the user that their game has been saved. [Use Case Ends]

**Alternative Flows:**

*Alt1: Continue playing*

1. Flow is redirected to "Take a Turn" Main Success Scenario. [Use Case Ends]

*Alt2: Previously saved game*

1. The system informs the user that their game was previously saved.
2. The system clears all record of the previous save file.
3. Flow resumes at Main Success Scenario Step 7.

(This covers the case that the game was previously loaded in and now needs to be overwritten to show new progress)

*Alt3: Too many save files*

1. The system informs the user that they have reached the maximum amount of save files.
2. The system retrieves the save dates of the previously saved files.
3. The system displays these dates to the user and asks if they would like to overwrite one of the files
4. The user chooses to overwrite a file. [Alt3.1: *No overwriting*]
5. The system asks the user which of the displayed files they'd like to overwrite.
6. The user selects a file.
7. The system clears all record of the previous save file.
8. Flow resumes at Main Success Scenario Step 9.

*Alt3.1: No overwriting*

1. The system informs the user they will be unable to save their game.
2. Flow is redirected to "Take a Turn" Main Success Scenario. [Use Case Ends]

*Alt4: Keep playing*

1. Flow is redirected to "Take a Turn" Main Success Scenario. [Use Case Ends]

**Exceptions:** If a save file has been edited/corrupted by the player, the save file will not be able to load and will automatically delete when next accessed.

**Special Requirements:** Pieces and game board should be coloured and sized to accommodate the visually impaired, allowing them to move and identify their cubes easily. Dices and numbers on the board should be printed clearly.

**Open Issues:** How many save files will be allowed? Will players be prompted to save their game when trying to exit or will they have to elect to do so on their own?