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 checks if there is a saved game.
4. The system informs the user that they have a saved game. [*Alt2: No saved games*]
5. The system retrieves a short summary of what is happening in that game (Information about players names, shapes, and colours and current scores).
6. The system displays to the user the game summary information.
7. The system asks the user if they'd like to continue playing that game.
8. The user selects to continue playing the game. [*Alt3: User does want to continue that game*]
9. The system informs the user that the game has been selected.
10. The system retrieves information about which player will be taking the first turn, as well as the locations of pieces on the board.
11. The system informs the user whose turn it is.
12. 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: Does not want to continue selected game

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

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 there is already a game saved.
4. The system informs the user that there was not a previously saved game file. [Alt2: *Previously saved game*]
5. The system asks the user to confirm they are ready to save their game to play again later.
6. The user chooses to save the game. [Alt3: *Keep playing*]
7. The system retrieves information about the players names, shapes, colours, and scores, as well the locations of pieces on the board.
8. The system records this information.
9. 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 they currently have a game saved.
2. The system warns the user that saving their game would overwrite the previous saved game and asks the user if they'd like to overwrite with their current game.
3. The user chooses to overwrite the previous game.
4. Flow resumes at Main Success Scenario Step 7.

Alt3: 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. If a player attempts to save a game midturn, their turn will be restarted upon loading the game.

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? What will happen to save games once a game is completed?