

## **New Use Case Description #1**

### **Save and Quit Current Game**

**Primary actor:** User

**Stakeholder and key interest:** To save the current game and quit, in order to resume at a later time.

**Preconditions:**

- New game must be created by:
  1. Setting the AI difficulty.
  2. Setting the number of players.
  3. Setting the colour vision deficiency.

**Postconditions:** The current board is saved by storing the data of positions of all pawns and walls. The system can then successfully close the game.

**Main Success Scenario:**

1. User is in a current game session.
2. The system displays the 'Quit' option and the user selects it.
3. The system retrieves the list of options available and displays them to the user.
4. The user selects 'Save and Quit.' (Alternate flows #1 and #2.)
5. The system records the position of all the pawn and wall pieces by storing the data.
6. The system terminates the game successfully.

**Alternate Flow (1):**

1. The user selects 'Quit Without Saving'.
2. The system does not save current game data.
3. The system terminates the game successfully.

**Alternate Flow(2):**

1. The user selects 'Cancel'.
2. The system terminates the options that were displayed when 'Quit' was clicked.
3. The game resumes where it was left off.
4. End of use case.

**Exceptions:**

1. System failure during the saving process prevents the system from recording or storing current game data and therefore it notifies the user of the failure.
  2. If the user closes the window directly, game data may be lost.
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