

**Brief Use Case 1: Pausing the game / saving sessions**

When the user requests the system to save the game, the system saves the game, so that it can be restored again and then terminates.

**Brief Use Case 2: Winning a game**

When a player's pawn lands on the Throne space of the board, the system should detect that the game has been won and inform the user, and then provide the user with the option to start a new game or exit.

**Brief Use Case 3: Resetting the game**

The user selects to reset the game or start a new game. The system asks the user to confirm this choice. The user confirms. The system asks the user if they want to save the current game or not. The user chooses to not save the game. The system presents the user with the choice to start a new game or exit. The user exits. End of use case

**Brief Use Case 4: Removing players mid-game**

If a user requests the system to leave the game in the middle of a session, the system clears out all of that player's pawns and lets the other players continue the game normally without any further changes.