

Use Case – Pause/ Save Game

Primary Actor - the primary actor / user in this use case is the player who is pausing the game.

Stakeholders and Interests -

Current player – wants to save the current state of the game and pause the game and resume as the current player when the game resumes.

Other players - want the current state of the game saved to resume at exactly where they had left off.

Preconditions – the game is running, it is one of the players' turns.

Postconditions – the state of the game has been saved, the game has paused.

Main Success Scenario:

1. The user triggers the pause game option.
2. The system asks the user to confirm if they want to pause and save the game [Alt 1: Declines to Pause][Alt 2: Pause without saving]
3. The user confirms that they would like to pause and save the game
4. System records all the players and their settings.
5. System records the current player.
6. System records the current positions of all the pawns and towers on the board.
7. System notifies the user that the game has been saved [Alt 3: Error occurs]
8. System returns to the main menu [Use Case Ends]

Alternative Flows

Alt 1: Declines to Pause.

1. Flow moves to [Take a Turn] use case

Alt 2: Pause without saving

1. System informs user that the user will not be able to resume the current game if they proceed
2. The user confirms that they would like to continue
3. Resume flow at Main Success Scenario step 8

Alt 2: Error occurs during saving.

1. System informs user that the game has not been saved.
2. Resume flow at Main Success Scenario step 2

Exceptions

Special Requirements

Open Issues