

## 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 is has paused.

### Main Success Scenario:

1. The primary actor triggers the pause game option.
2. The system asks the player to confirm if they want to pause the game [Alt 1: Player Declines]
3. System records all the players and their score.
4. System records the current player.
5. System records the current positions of all the pawns and towers on the board.
6. System notifies the game has been saved [ Alt 2: Error occurs]
7. System pauses the game [Use Case Ends]

### Alternative Flows

Alt 1: Player Declines pausing the game.

1. Flow moves to [Take a Turn]

Alt 2: Error occurs during saving.

1. System informs user that the game has not been saved.
2. System asks user if they still want to save the game and current state will be lost
3. Flow moves to [Exit Game]

### Exceptions

### Special Requirements

Ending this Use Case pauses the game.

### Open Issues