

Use Case - Start a saved game

Primary Actor - the primary actor/user in this use case is the player who is loading up a game

Stakeholders and Interests -

Players - want to resume a game they have previously started from the point where they left off, want all their display settings, turn order, player names, bot settings, and pawn and tower locations to be the same as when they left the game

Preconditions - there is a saved game, the program is open to the start a game page

Postconditions - the previously saved game has been loaded with all its settings and pawn positions, the current player begins their turn

Main Success Scenario:

1. The user chooses to load a previously saved game
2. The system checks if there is a saved game on file [Alt 1: no saved game exists]
3. The system displays a preview of the saved game including the layout of the board, user names, bot settings, and current player turn
4. The user chooses to resume that saved game [Alt 2: user chooses not to load game]
5. The system retrieves the saved game and opens a game board using the saved settings and pawn locations [Alt 3: loading error]
6. The system informs the user which player's turn is next [Use Case Ends]

Alternative Flows

Alt 1: No Saved Game Exists

1. The system informs the user that there is no saved game on file, returns to the main menu [Use case ends]

Alt 2: User Chooses Not To Load Game

1. The user cancels the request to load the saved game
2. The system asks the user if they would like to delete the saved game [Extension: Delete Saved Game use case]
3. The user declines
4. The system returns to the main menu

Alt 3: Loading Error

1. The system informs the user that the saved game could not be loaded, and asks the user if they would like to try again
2. The user selects to try again [Flow resumes at Main Success Scenario Step 5] [Alt 2: User Chooses Not To Load Game]
3. Flow resumes at Main Success Scenario Step 5

Exceptions

Special Requirements

There must be a previously saved game available to load

Ending this Use Case with a game loaded initiates the player's next turn according to the

Take a Turn use case

Ending this Use Case without loading a saved game returns the user to the main menu of the game

Open Issues

How to save the game data needs to be resolved