New Fully Dressed Use Case Description:
SAVE GAME

Primary Actor: User

Stakeholders and Interests:
- Users: To be able to save the current state of the game and exit the game when needed, then resume the game without losing any progress.

Preconditions:
- A game has started. Possibly at Turn #1.
- There should be a number of fixed save slots for the user.

Postconditions:
- A file exists which the user can load to resume a saved game.
- The user should be provided with an option to quit the game or resume play.

Main Success Scenario:
1. The user selects to save the current game. [Alt 1]
2. The system asks the user to choose a file slot to save their game.
3. The user selects a slot to save their game in.
4. The system records the current state of the game.
5. The system confirms the selection of the file
6. The system writes the save file. [Alt 2]
7. The system displays save success.
8. The user continues playing the game after saving. [Alt 3]

Alternate Flows:
- Alt 1: The user can also select to go back to the Main Menu or to quit the current game without saving it.
- Alt 2: The system overwrites the existing save file.
- Alt 3: The user can choose to quit the game or start a new game by going back to the main menu.

Open Issues:
- Should there be an autosave after every turn?
- Are users able to save multiple game files? How many maximum?