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 into the selected slot.
5. The system saves the game. [Alt 2]
6. The system displays save success.
7. The system presents the user with options to keep playing, quit to the main menu, or quit the game.
8. The user makes a selection to leave the save menu. [Use Case Ends][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 resume play, go back to main menu, or quit the game.

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