

## **Save the Game**

### **Primary Actor:**

Player(s).

### **Stakeholders and Interests:**

Player(s): should be able to load the current game.

### **Preconditions:**

A binary file saved of a previous game.

### **Postconditions:**

A game loaded.

### **Main Success Scenario:**

1. The system provides the user with options to load the game.
2. The user chooses the load game option. [Alt1: User chooses exit option]
3. The system checks if it can load the game. [Alt2: Cannot load the game]
4. The system loads the game.
5. The system informs the user the game was loaded.
6. The system returns to the main screen.
7. Use case ends.

### **Alternative Flows:**

#### **Alt1: Cannot save the game**

1. The system informs the user that the game could not be loaded.
2. Flow resumes at Main Success Scenario Step 6.

**Exceptions:**

If at any time the system is unable to retrieve, record or provide details then the system informs the user of the problem, and the use case ends.

**Special Requirements:****Open Issues:**

How can we load a game?