



: Player

System,

1: startGame()

1.1: player name request

2: submitName(name)

2.1: new game or load game options

alt

[an option is selected]

alt

[new game is chosen]

2.2: level selection option

3: newGame(level)

[load game is chosen]

3.1: available saved game options

4: createLoadedGame(player, path)

4.1: opened game

[return to menu]

5: returnMainMenu()

5.1: main menu