**Use Case UC6: Load a Game**

**Scope:** “Need for Spear”  
**Level:** Subfunction

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player loads one of the previously saved games.

**Preconditions:** There must be at least one previously saved game to load.

**Success Guarantee (Postconditions):** Previously saved game is loaded and Player continues the game from where it was left exactly.

**Main Success Scenario:**

1. Player logs in to the system.
2. Player clicks to Load a Game button from the menu.
3. Player selects a game which he/she wants to continue playing from the saved games.
4. Player continues to play the saved game from where it was exactly left.

**Extensions:**

1a. Player enters a wrong username or password.

1. System gives an error message.
2. Player enters its username and password again.

**Frequency of Occurrence:** Rarely