**Save Screen Use (by Micah Wenger)**

**Basic course:**

The user selects one of the three game save slots and clicks on it (*if the save slot is empty*). The user clicks “new game”, then the user loads into the start scene game environment.

**Alternate courses:**

**Load save:** (*if the save slot is not empty*) The user clicks load, then the user loads into the game environment, resuming from the beginning of the scene where the game was last saved from.

**Delete:** The user clicks the delete button, and “yes” when asked for confirmation. Then the save file for the selected game state is deleted and the save slot is now empty allowing the user to create a new save in its place or copy a new save to that slot.

**Copy save:** The user clicks the copy button and then the user clicks an empty save slot to copy to. The save state from the original slot is duplicated to another slot.

**Back Button:** The user clicks the back button and is returned to the main menu.

