Description for assignment3 open-ended task

This task aims to implement a loading saved game function.

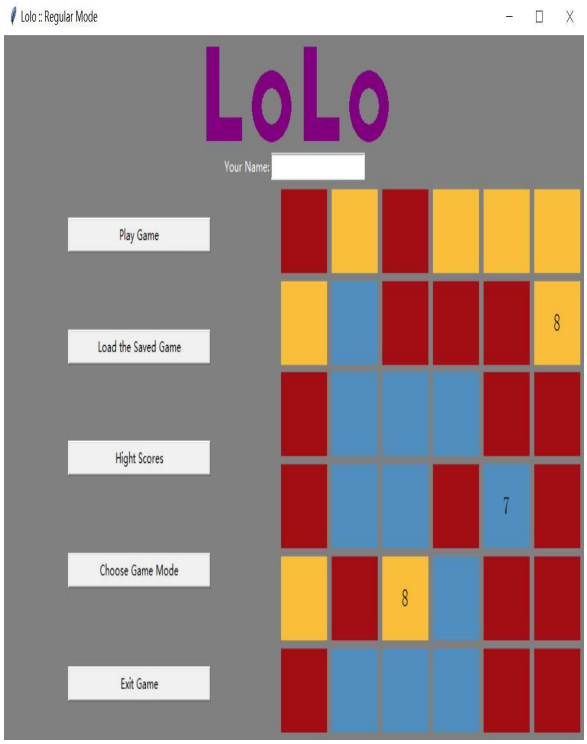

Figure1

The button Load the Saved Game is designed for loading a mostly recently saved game of the current game mode. For example, if the game mode selected is unlimited game and press Load the Saved Game button, player will be able to continue the saved with the saved name and saved score.

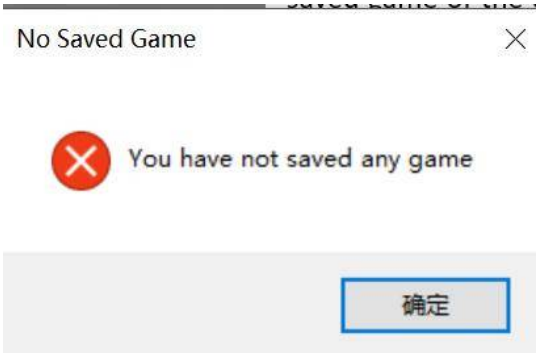

Figure2

When there is no saved game, a popup window will jump out to tell player that no saved game.

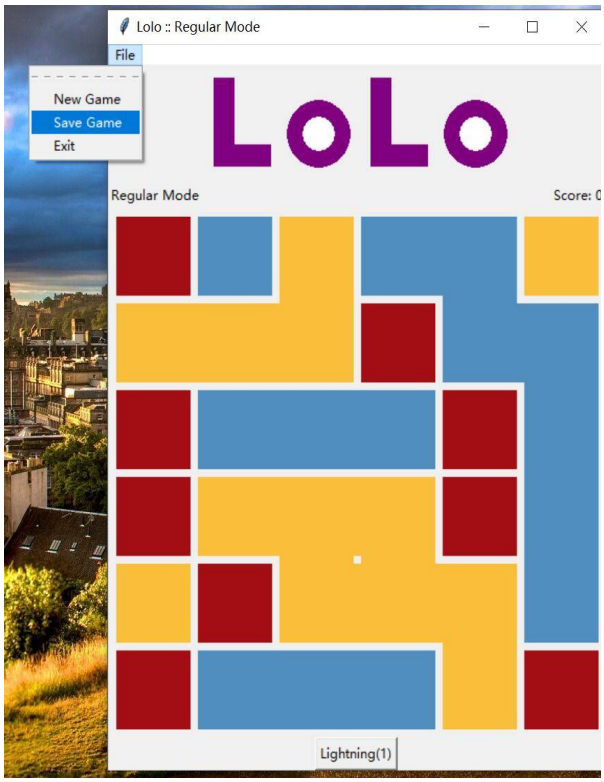

Figure3

The button Save Game is designed for saving the current game together with score and player's name.

To play the saved game, player need go back to loading screen and select corresponding game mode, then click Load the Saved Game.

The saving and loading functions are implemented by some supporting codes from highscores.py. HignScoreManager class is used for processing saved game data from a self-created json file.

```
def load_game(self):
    '''load a recent saved game for selected game mode'''
    loadgame = self._lologame
    self._master.destroy()
    root = tk.Tk()
    if self._game.get_name()== 'Regular':
        self._record_gamename = 'regular'
    elif self._game.get_name()=='Lucky 7':
        self._record_gamename = 'lucky7'
    elif self._game.get_name()=='Make 13':
        self._record_gamename = 'Make 13'
    elif self._game.get_name() == 'Unlimited':
        self._record_gamename = 'unlimited'


    saved_games_data = HighScoreManager(file='savedgame.json',
                                        gamemode=self._record_gamename)

    #Since the data is saved in file in sequence by time,
    #the last one should be the most rently played.
    #If no saved in the file, except an error.
    try:

        saved_game_data = saved_games_data.get_data()[-1]
        saved_game = self._game.deserialize(saved_game_data['grid'])

        app=LoloApp(root,saved_game,is_savedgame_score=(True,
                                                        saved_game_data['score']))
    except IndexError:

        messagebox.showerror(title='No Saved Game',
                             message=('You have not saved any game'))

        root.destroy()
```

Figure4