# Load Up Game Use Case
# Group 5

**Primary Actor:** Player
**Stakeholders and Interests:**

- *Player:* wants to load a previously saved game and resume from where they left it the last time.

**Preconditions:**

- The saved file of the game must be present and accessible in the local storage.

- The file should be saved in a valid address.

**Success Guarantee (Postconditions):**

- The game of the user's choice is loaded successfully.
- The system then updates the position of the pawns on the game board to the state where the user left it the last time.
- The system notifies whose turn it is to play after loading the game.

**Main Success Scenario:**

1. The user requests to load a previous game.
2. The system displays the saved game files to the user. [Alt1: User wants to quit the game without saving, Alt2: User wants to save the current game]
3. The system allows the user to browse for the saved game files.
4. The user selects the file they want to load.
5. The system then loads the saved game file selected by user.
6. The system then updates the game board according to the saved game. [Use Case Ends.]

**Alternative Flows:**

Alt1: User wants to quit the game without saving

1. The user wants to exit the game at any point in time.
2. The system informs the user that the game is already active and confirms if they want to save or quit.
3. The user selects to quit.

4. The system then processes the request and quits the game without saving.
5. Flow resumes at Main Success Scenario Step 3.

Alt2: User wants to save the current game

1. The system notifies the user that the game is active and provides an opportunity to save or exit the game.
2. The user selects to save the game.
3. The user is then prompted to browse a location and give the name to save the game file.
4. The user selects the preferred location and name for the file.
5. The system saves the active game at the location with the given file name.
6. Flow resumes at Main Success Scenario Step 3.

**Exceptions:**

- If the system is unable to open the file, the user should be able to try again.

**Special Requirements:**

- The system should be able to notify the user about the game loading status.

**Open Issues:**

- How to load the saved game in real time to make the task achievable?

- How to notify the user that they are about to exit the game before exiting?