

Use case 6: Player loads a game into the program

Main Success Scenario

1. The user presses on the “load game” button.
2. A list of all available games displays on the screen.
3. The user moves his cursor over the game he wants to load and clicks.
4. The selected game is loaded into the program, the Game World updates accordingly.
5. All previously present blocks in the Program Area are removed.

Extensions

3a. The user clicks on the “Cancel” button instead. 1. No game is loaded, the program returns to the state it was in before clicking on the “load game” button.

