#Software Design and Implementation

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###Inputs, Outputs and Processes

###Algorithm

```
    player_choice ← USERINPUT
    IF player_choice = '1' THEN
        start_game()
    ELSEIF player_choice = '2' THEN
        OUTPUT'Thank you for playing <3'
        RETURN
    ELSE
        OUTPUT'Invalid choice. Please choose again.'
        game_over()
    ENDIF
ENDSUBROUTINE

SUBROUTINE save_game()
    OUTPUT'saving game...'
    OUTPUT'Game saved successfully.'
ENDSUBROUTINE

SUBROUTINE load_game()
ENDSUBROUTINE


start_game()
```

##References