

## **Use Case: Load a Game**

**Primary Actor:** Player, a user of the system who wishes to resume a saved game of Can't Stop

### **Stakeholders and Interests**

- Player: The User wants to be able to resume a previously saved game of Can't Stop from where they left off in order to continue playing the game without losing progress.
- Parent/Guardian: The User's parent/guardian (given that the Player is a dependent) wants the Player to be able to resume a saved game so that they can control screen time and prevent potential conflicts over ending a play session in the middle of a game.

### **Preconditions**

- The User has previously saved a game of Can't Stop using the Save Game feature.
- The User has entered the options menu.
- The host system possesses a valid file system with sufficient storage space to retrieve game data.

### **Postconditions**

- The saved game has been loaded and the User is returned to the game in the same state it was when it was saved OR an error preventing the loading of the game has occurred.
- The User is informed of the success or failure of the load game operation.
- The User is returned to the game from which they accessed the load game option.

### **Main Success Scenario**

1. The User, having entered the options menu, informs the system that they would like to load a previously saved game.
2. The System provides the User with an interface through which they can select the saved game they want to load, or return to the previous screen [alt1].
3. The System displays a list of all previously saved games that are available for loading [alt2].
4. The User selects the game they wish to load.
5. The System retrieves the saved game data from the file system.
6. The System loads the saved game data into memory.
7. The User is informed that the game has been successfully loaded.
8. The User is returned to the game in the same state as it was at the time of the last save.

9. The User is returned to the options menu. [End of Use Case]

### **Alternative Flows**

#### **Alt1: User Cancels Load Game Operation**

1. At any point in the load game operation, the user may inform the system that they would like to cancel the in-progress load game operation.
2. The System returns to the options menu from which the load game operation was initiated.

#### **Alt2: No Saved Games Available for Loading**

1. The System informs the User that there are no saved games available for loading.
2. The User is returned to the options menu.

#### **Alt3: File System Error**

1. The system informs the user that the selected saved game file cannot be loaded due to a file system error or data corruption.
2. The system prompts the user to select a different saved game file or cancel the load game operation.

### **Exceptions**

1. At any point in the load game operation, the System may crash or otherwise enter an inactive state. The System informs the User that a fatal error has occurred and prompts them to restart the system. The use case ends.
2. If the System encounters an error while retrieving the saved game data from the file system, the System informs the User that an error has occurred and the load game operation has failed.

### **Special Requirements**

- The load game interface should be sufficiently simple and intuitive so as to be usable by users with low computer literacy.
- The System should be able to retrieve the saved game data from the file system within 5 seconds of user selection.
- The System should have the ability to handle errors in the saved game data and notify the User accordingly.

### **Open Issues**

- How to ensure that younger users will be able to properly use the load game feature?
- How to most effectively make sure that all users are aware of the load game capability of the system.

