

Use Case Description (Load Game):

Primary Actors: User

Stakeholders and Interests:

- 1-) User: Would like to resume a previous game.
- 2-) Computer: To know the difficulty level selected at the start of the game.

Preconditions: There is a previously saved game.

Success Guarantee (Postconditions): The user is able to load and play a previous game.

Main Success Scenario:

- 1-) The user requests to load a previous unfinished game.
- 2-) The system corroborates if there is a previous game available to load [Alt1: No previous saved game available to load].
- 3-) The system arranges the game board, robot's locations, scores, among other key features as it was saved before.
- 4-) The system displays a message informing the user that the game was successfully loaded.
- 5-) The user is now available to resume the game.

Alternative Flow:

Alt1: No previous saved game available to load.

- 1-) The system displays a message to inform the user that no previous game has been saved.

Exceptions: If the system cannot retrieve the previous game, then the system informs the user and looks for the source of this error.

Special Requirements: Confirmation of loading a preexisting game.

Open Issues:

- 1-) How to save the items contained in the game board with their specific locations.
- 2-) How to retrieve the saved information to resume the game.