**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.