**Use Case UC3 :** Load a Saved Game

**Scope:** Chewy Lokum Legend Game

**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

*- Player:*

Wants to play a bug-free game, wants to be able to resume a past saved game, wants to be able to view saved games that are available for him to resume, wants to be able to rename saved games.

**Pre-conditions:**

-Application is loaded and has access to the resident File System.

**Post-conditions:**

- Application initializes existing game according to selected saved file’s instances.

**Main Success Scenario:**

1. User enters the “Load Game” menu.
2. System finds and displays all existing game saves.
3. User selects a savegame from list.
4. User renames the selected savegame.
5. System saves modified saved game’s information and shows new list.
6. User decides to load selected game.
7. System retrieves the data of the desired saved game and initializes a game.

**Extensions:**

\*a. At any time, System fails:

1. Application tries to restart automatically.

\*b. User decides to go back to Main Menu:

1. Application loads Main Menu.

2a. No saved games are present on disk:

1. Application displays message about no saved games existing.
2. Application prompts user to go to Select Level

2b. Current saved game folder is not able to be read:

1. Application displays error in reading.
2. Application prompts user to try to save to a different folder.

2c. A saved game file is not able to be read:

1. Application displays error in reading.
2. Application prompts user to delete corrupted file.

4a. System cannot write new saved game name to file:

1. Application displays error in writing.
2. Application prompts user to save modified save game to a new file.