Name: Load Game

Scope: Text-based RPG

Level: user goal

Primary Actor: Player

Stakeholders and Interests:

 - Player: Wants to be able to load a game and pick up the game right where they left off, with the same stats, name, and goals completed.

Preconditions: Player is at the pause menu, or main menu

Success Guarantee: The game loads player stats and completed goals from a file.

Main Success Scenario:

1. Player opens the pause menu or main menu.

2. Player Load Game from options.

3. Game loads file and initializes the stats and completed goals with the ones from the file

4. Game loads the new player and world to fit what was saved.

Extensions:

a. At any time, the player decides to cancel the new game creation:

       1. Player chooses the cancel option.

       2. Player is returned to the Start menu.

Special Requirements:

- Font color and background color must not clash.

- Keyboard and mouse for input.

- Non-touchscreen monitor for display.

- Text entry must be exclusive to standard ASCII excluding non-printable characters.

Technology and Data Variations List:

a. Player info loaded from a save file.

Frequency of Occurrence: Loaded every time the player wishes to load their save game.

Miscellaneous:

- Explore idea of integrating a standard USB controller and an onscreen keyboard for selection of save