

void loadGame(String fileName)

Java

```
public static void loadGame(String fileName) {
    // Implementation for loading the game state from a file goes here
    try (ObjectInputStream inputStream = new ObjectInputStream(new
FileInputStream(fileName))) {
        // Deserialize game state data from the file and load it into the
program
        NEW_WORLD_WIDTH = inputStream.readInt();
        NEW_WORLD_HEIGHT = inputStream.readInt();
        world = (int[][]) inputStream.readObject();
        playerX = inputStream.readInt();
        playerY = inputStream.readInt();
        inventory = (List<Integer>) inputStream.readObject();
        craftedItems = (List<Integer>) inputStream.readObject();
        unlockMode = inputStream.readBoolean();
        System.out.println("Game state loaded from file: " + fileName);
    } catch (IOException | ClassNotFoundException e) {
        System.out.println("Error while loading the game state: " +
e.getMessage());
    }
    waitForEnter();
}
```

Pseudocode

BEGIN

TRY TO

Set ``<stream> inputStream` = `<stream> of contents from file matching
<String> fileName relative to current working directory`;`

Set ``<Integer> NEW_WORLD_WIDTH` = `<Integer> get next line containing
serialized <Integer> in <stream> inputStream`;`

Set ``<Integer> NEW_WORLD_HEIGHT` = `<Integer> get next line containing
serialized <Integer> in <stream> inputStream`;`

Set ``<two dimensional Integer array> world` = `<two dimensional Integer
array> get next line containing any serialized object in <stream>
inputStream`;`

Set ``<Integer> playerX` = `<Integer> get next line containing
serialized <Integer> in <stream> inputStream`;`

Set ``<Integer> playerY` = `<Integer> get next line containing
serialized <Integer> in <stream> inputStream`;`

Set ``<Integer list> inventory` = `<Integer list> get next line
containing any serialized object in <stream> inputStream` and cast to
<Integer list>;`

Set ``<Integer list> craftedItems` = `<Integer list> get next line
containing any serialized object in <stream> inputStream` and cast to
<Integer list>;`

Set ``<boolean> unlockMode` = `<boolean> get next line containing
serialized <boolean> in <stream> inputStream`;`

PRINT INFO "Game state loaded from file: " + ``<String> fileName` +
"\n";`

Close ``<stream> inputStream`;`

ON EXCEPTION

PRINT ERROR "Error while loading the game state: " + ``errorMessage` +
"\n";`

Close ``<stream> inputStream`;`

Wait on player to press ENTER;

END

Flowchart

