

START

Try
To

On
EXCEPTION

Print ERROR "Error
while loading the
game state: <error
message>"

On
Success

fileName

Create an Object
(inputStream) that
deserializes data from a
file (fileName)

inputStream

Get the new world width
as

NEW_WORLD_
WIDTH

Get the new world
height as

NEW_WORLD_H
EIGHT

Get the game world as

world

Get the players X
position as

playerX

Get the players Y
position as

playerY

Get the players
inventory as

inventory

Get the players crafted
items as

craftedItems

Get the value of the
unlock mode as

unlockMode

Print INFO "Game state
loaded from file:
<fileName>"

Wait for player to
press ENTER

END