

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` = `get next line containing serialized
<Integer> in <stream> inputStream`;
    Set `<Integer> NEW_WORLD_HEIGHT` = `get next line containing serialized
<Integer> in <stream> inputStream`;
    Set `<two dimensional Integer array> world` = `get next line containing
any serialized object in <stream> inputStream`;
    Set `<Integer> playerX` = `get next line containing serialized
<Integer> in <stream> inputStream`;
    Set `<Integer> playerY` = `get next line containing serialized
<Integer> in <stream> inputStream`;
    Set `<Integer list> inventory` = `get next line containing any
serialized object in <stream> inputStream` and cast to <Integer list>;
    Set `<Integer list> craftedItems` = `get next line containing any
serialized object in <stream> inputStream` and cast to <Integer list>;
    Set `<boolean> unlockMode` = `get next line containing serialized
```

```

<boolean> in <stream> inputStream`;
    PRINT INFO "Game state loaded from file: " + `

```

Flowchart

