

function 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();
```

1. **TRY TO:** Create an `inputstream` from parameter `fileName` for the corresponding file to deserialize its data.

CATCH: for `ClassNotFoundException` or `IOException`: Print ERROR "Error while loading the game state: `<errorMessage from exception>`"

1. Get the new world width as global variable `NEW_WORLD_WIDTH` from the created `inputstream`
 2. Get the new world height as global variable `NEW_WORLD_HEIGHT` from the created `inputstream`
 3. Get the game world as global variable `world` from the created `inputstream`
 4. Get the players X position as global variable `playerX` from the created `inputstream`
 5. Get the players Y position as global variable `playerY` from the created `inputstream`
 6. Get the players inventory as global variable `inventory` from the created `inputstream`
 7. Get the players crafted items as global variable `craftedItems` from the created `inputstream`
 8. Get the value of the unlock mode as global variable `unlockMode` from the created `inputstream`
 9. Print INFO "Game state loaded from file: `<fileName>`"
2. Wait for player to press ENTER