

function loadGame(String fileName)

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

CATCH: for ClassNotFoundException or IOException: Print "Error while loading the game state:

<errormessage from exception>"

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