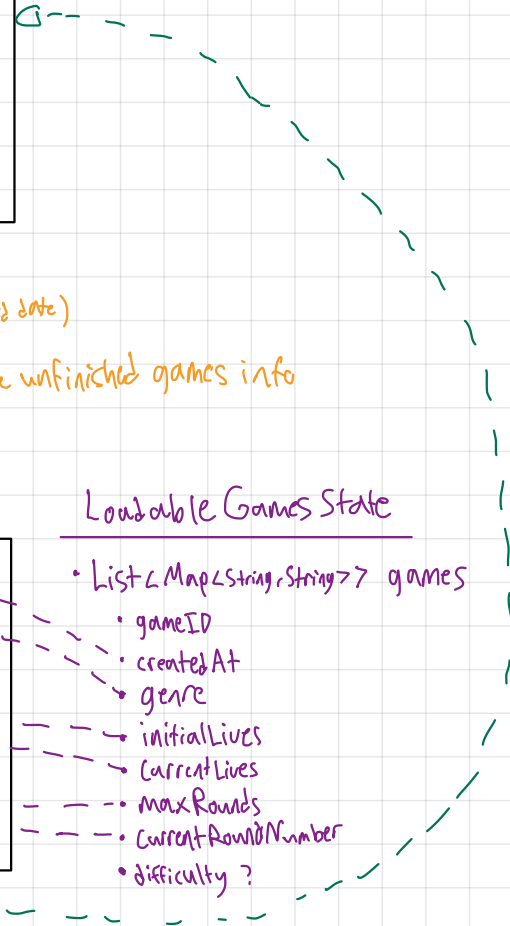
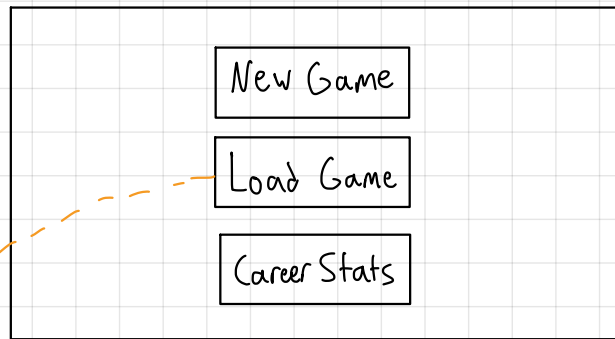


Start program



MenuView

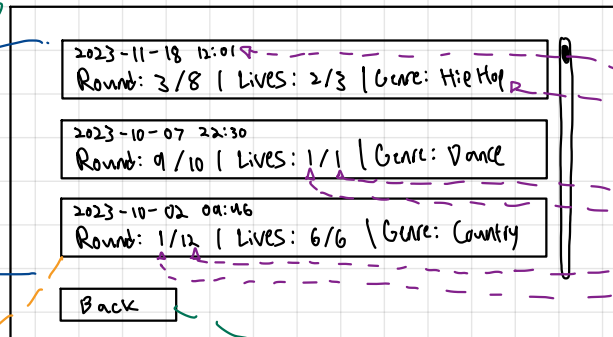


Get Loadable Games interaction

- get unfinished games with game DAO (i.e. games not marked as finished → no finished date)
- Update LoadableGamesViewModel (via LoadableGamesState) with a list of the unfinished games info
- Change to LoadableGamesView

OR
"No games available
to load" message
if there are none

LoadableGamesView



Loadable Games State

- List<Map<String,String>> games
 - gameId
 - createdAt
 - genre
 - initialLives
 - currentLives
 - maxRounds
 - currentRoundNumber
 - difficulty?

Load Game Interaction

- Send gameId of the selected game to interactor
- Get game from gameDAO using gameId
- Update RoundViewModel (via RoundState) with game and current round info.
- Switch to RoundView (i.e. continue playing game)

➤ RoundView

...